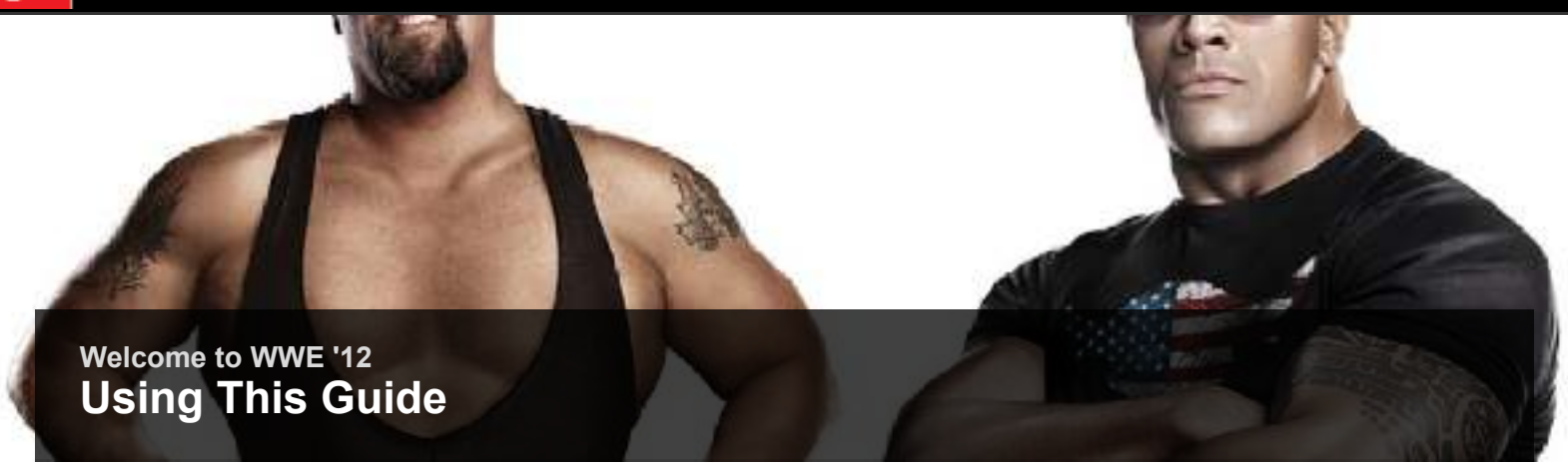


Welcome to WWE '12

Using This Guide

This game guide is a response to a huge re-brand of a game that we have all come to know and love for more than a decade.

The WWE franchise has simply been one of the most fun and versatile action simulations out there, and, then, we as fans get the opportunity to tune in every week to see our favorite Superstars perform live and the WWE story lines unfold.

This new version of the game combines the best of the past with the processing power of new technology to provide us with in-your-face, impressive gameplay.

Camera cuts and ring physics bring you closer to the action.

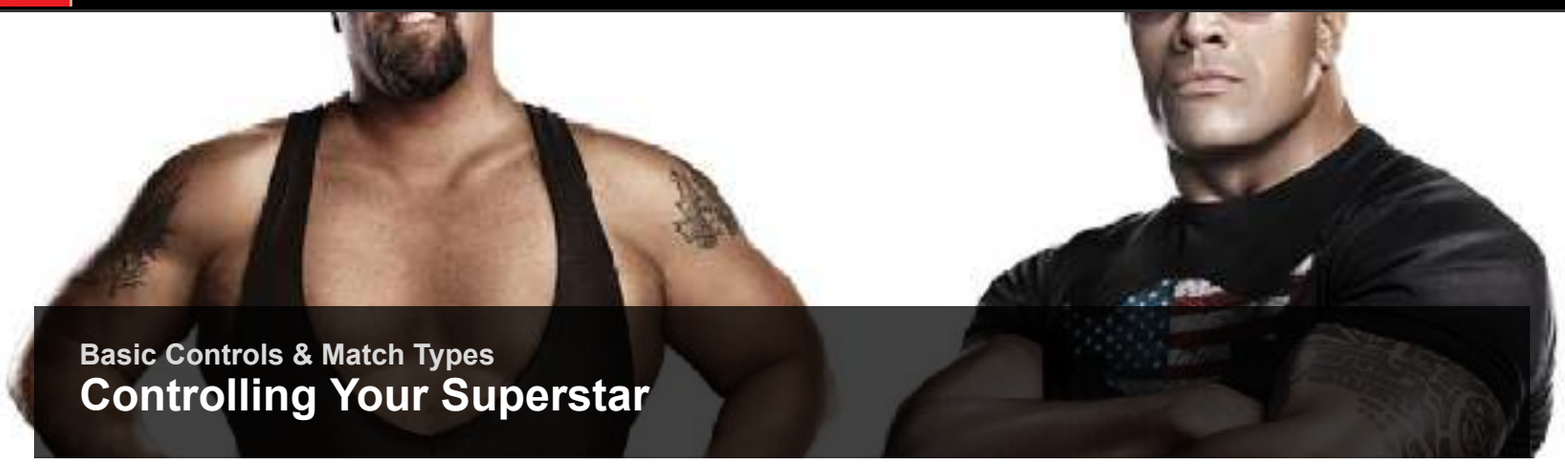
Use this guide to immediately transform your experience to a pick-up-and-play, so you can dive right into the fray from the top rope.

In the very first content section—"Controlling Your Superstar"—we've broken down sections to make each move and match type clearly described with button presses at the ready so you're not searching through the entire host of game commands mid-match.

The new features are broken down, and the extensive story walkthrough in the " *Road to WrestleMania* " chapter covers all objectives and will help you pace through the face-bashing action.

In the "Creations" chapter, you'll find out just to what level you can make this game yours, and we even bring in some "surprise guests" to help demonstrate customization features.

We've also included all Superstars, Divas, and Legends in our guide—including the unlockable and downloadable characters—and our breakdowns on the profile pages include strategy and even tips straight from the development team. Enjoy the guide and *WWE '12* !



Basic Controls & Match Types

Controlling Your Superstar

WWE ’12 brings with it a complete redesign of the game controls, or perhaps more accurately, a throwback nod to the controller setup of the past. With fresh features infused, both WWE game fans and fighting game fans will relish the return to using the face buttons.

Once you wrap your head around the new button map, converting your gameplay habits to this setup will be a breeze.

Transitioning between strikes and grapples is super-intuitive in WWE ’12.

Controls Quick Reference

Action/Move	Xbox 360	PlayStation 3
Move	L	L
Run	Hold LT and move L	Hold L2 and move L
Strike	X	Square
Grapple	A	X
Move/turn opponent	R	R
Submission	Hold A then button-mash	Hold X then button-mash
Reversal	RT	R2
Irish Whip	L + B	L + Circle
Taunt	D-pad	D-pad
Signature/Finisher	Y	Triangle
Drag opponent	LT + RT	R2 + L2
Pin grounded opponent	B	Circle
Climb/pick up	LB	L1
Limb-Targeting System	Hold RB	Hold R1

Basic vs. Match Type Controls

Here, we break down the “Basic Controls Tutorials” and “Match Types and Controls” in separate sections. We classify basic controls as controlling your Superstar in the ring—what will be your movement and Move-Set actions.

The match controls include using objects and interacting with the specific environment in each match type to help you achieve objectives within that match type.

Example: If you want to know how to climb a ladder and grab the hanging prize in a Ladder Match, visit the “Ladder Match” section under “Match Types and Controls” for a detailed breakdown of controls for that kind of match.

TIP

Once you know you have started what’s going to be a long-lasting relationship with a Superstar, go to the Creations menu and select Move-Set. Select the Superstar (or Diva) you want and you can run through previews and button presses for all assigned moves from every scenario.

In the descriptions that follow, the controls are the same for every Superstar and Diva—only the moves in the Move-Sets are different. So, what John Cena will do for a chain grapple is going to differ from what Rey Mysterio does, but what you press on the controller will be the same.

If a Superstar's Finisher is a submission, don't worry; Finishers are all controlled the same way!

States of Being

You and your opponent will face each other in the ring in multiple states as the match progresses, and each state allows for certain moves to be performed. Each of these different situations opens different moves in your Move-Set.

When looking at a particular move or a Finisher, take note of the situation required to pull off the maneuver. In the screenshots here we are Randy Orton and the opponent is Sheamus.

Standing

Grounded

Note

Against grounded opponents, certain moves may require you to be near a a part of the body.

Standing groggy

Groggy against ropes

Groggy in corner

Groggy seated in corner

Groggy seated on top rope

Tree of Woe

On apron

Attacking from top rope (turnbuckle)

Rebound from Irish Whip

Irish Whipped against object

Basic Controls Tutorials

These are the basic actions performed in most game situations. Some Superstars perform the same move with multiple assigned button presses. Consult the in-game Move-Set creation to identify moves for each Superstar.

Movement

Moving around the ring area, and other parts within the game, is fairly straightforward—to get started. As you improve, you'll want to combine these movements into your move combinations and seamlessly incorporate using the ropes, apron, turnbuckles, and ringside objects in your matches.

Note

Throughout this guide, we use R to refer to the right analog stick and L to refer to the left.

Action/Move	Xbox 360	PlayStation 3
Move Superstar	L	L
Run	Hold L and move LB	Hold L and move L
Enter/exit ring	L toward ropes + LB	L toward ropes + press L1
Step on apron	L toward ropes + tap LB	L toward ropes + press L1
Climb turnbuckle	Run toward turnbuckle (far) or L + LB (close)	Run toward turnbuckle (far) or L + L1 (close)
Lift grounded opponent	Push R stick up	Push R up
Lift grounded opponent to face opponent's rear	Push R down	Push R down
Turn grounded opponent over	Push R left, push R right	Push R left, push R right
Turn standing groggy opponent	Push R left, push R right	Push R left, push R right
Turn groggy opponent in corner	Push R left, push R right	Push R left, push R right
Lift groggy opponent in corner to top rope	Push R up	Push R upi
Place groggy opponent in corner in Tree of Woe	Push R down	Push R down
Place groggy opponent on ropes to middle rope position	Push R down	Push R down

Drag opponent	LT + RT	R2 + L2
Change target opponent against multiple opponents (target settings set to manual)	LB	L1

Strikes

Strikes can be performed in almost every scenario within a match, and pressing or holding the strike button will initiate the strike assigned to that scenario in the Superstar's Move-Set.

Action/Move	Xbox 360	PlayStation 3
Strike	X	Square
Strike combo	X, X, X, X	Square, Square, Square, Square
Alternate strikes	L any direction + X	L any direction + Square
Strong strike	Hold X	Hold Square
Strong strike 2	L any direction + hold X	L any direction + hold Square
Gut kick	L to a corner + X	L to a corner + Square
Running strike	Run + X	Run + Square
Running strike 2	Run + hold X	Run + hold Square
Striking a grounded opponent	X	Square
Running strike to grounded opponent	Run + X	Run +Square
Diving attack from turnbuckle	Climb turnbuckle, X	Climb turnbuckle, Square
Diving attack from turnbuckle 2	Climb turnbuckle, L any direction + X	Climb turnbuckle, L any direction + Square

Grapples

Use A on the Xbox 360 or X on the PlayStation 3 to initiate grapples in different scenarios. Just as with strikes, using the left analog stick in conjunction with the grapple performs a different move from the Superstar's Move-Set.

You can reposition to different holds with the right analog stick. If you “tie” your opponent in moving in for a grapple, you’ll initiate a collar-and-elbow tie-up button-mashing mini-game.

The Superstar who comes out on top will move into a chain hold position. If it’s deemed a tie, the Superstars will push off and return to a standing, neutral position.

Note

In a collar-and-elbow mini-game, mash the grapple button. However, there’s some math involved in the game coding that will either help or hurt your chances of winning.

Your Superstar’s weight class, attributes, and damage taken all factor in to see who comes out on top.

Action/Move	Xbox 360	PlayStation 3
Collar-and-elbow tie-up	Mash A	Mash X
Engage front facelock	Push L up + A	Push L up + X
Engage side headlock	Push L left + A	Push L left + X
Engage wrist lock	Push L right + A	Push L right + X
Engage waist lock	Push L down + A	Push L down + X
Reposition to front facelock	Push R up	Push R up
Reposition to side headlock	Push R left	Push R left
Reposition to wrist lock	Push R right	Push R right
Reposition to waist lock	Push R right	Push R right
Chain grapple	L in a direction + A	L in a direction + X
Pull-back strike from hold	X	Square

Groggy grapple	L in a direction + A	L in a direction + X
Groggy grapple from behind	L in a direction + A	L in a direction + X
Running grapple (facing)	Run + A	Run + X
Running grapple (behind)	Run + A	Run + X
Drag a held, groggy, or grounded opponent	Hold RT + hold LT then L	Hold R2 + hold L2 then L
Move groggy opponent against ropes to second rope	Push R down	Push R down
Move groggy opponent in corner up onto top turnbuckle	Push R up	Push R up
Move groggy opponent in corner into Tree of Woe	Push R down	Push R down

Note

Groggy grapples are stronger than what is a normal chain grapple against a fresh opponent. You'll also go directly to the move, rather than into a hold and then into a chain grapple.

Reversals

Any time your opponent wraps you up or strikes at you, see it as an opportunity to reverse the move to gain control.

The game is by default set in the Options menu to flash a reversal indicator over your Superstar's head when you have the chance to reverse—pretty much any time your opponent is in a dominant position but isn't in the middle of a move animation.

Note

If you wait to "see" the reversal icon over your Superstar's head, you'll rarely catch the reversal. Watch the opponent on-screen, anticipate the move, and press the reversal button to respond to the move. See the "Tactics, Strategy, and a Math Lesson" chapter for more on this.

Reversing a move is another series of complex formulas that takes into account Superstar attributes, damage taken, and match situations. You can adjust the reversal success slider bar for both the player and the AI from Options -> Gameplay -> Match Options -> Balancing.

Action/Move	Xbox 360	PlayStation 3
Reversals	RT	R2

Irish Whips

Irish Whips are very significant for both controlling and scoring big damage to your opponent. When you sling your opponent into a corner in the ring, they can enter a groggy state or bounce off damaged heavily (if you have the Hammer Throw ability).

Outside the ring, whipping an opponent into an object like a fence or the corner post does damage and causes them to slump against the object. If you Irish Whip a Superstar or Diva into the ropes from a distance, you can execute an Irish Whip rebound strike or grapple.

If you are close to the ropes, you can whip your opponent out of the ring completely (onto the apron or down to the ground ringside).

Note

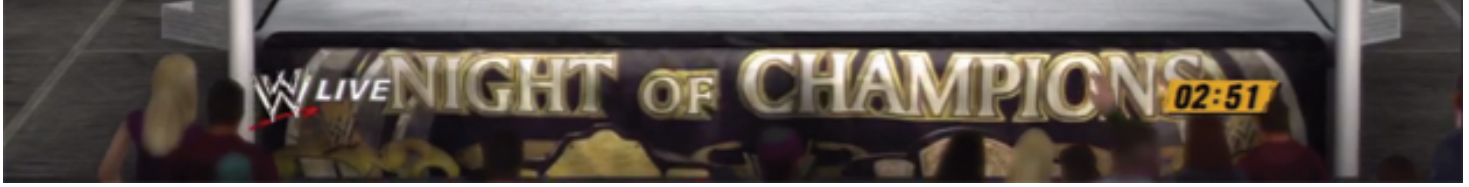
In certain match types, or in Road to WrestleMania objectives during the Elimination Chamber Match, you'll often need to use this move to eliminate your opponent. Simply point in the direction you want to sling your opponent and press Irish Whip.

Action/Move	Xbox 360	PlayStation 3
Irish Whip to ropes or object	L toward far ropes + B	L toward far ropes + Circle
Irish Whip to corner	L toward corner + B	L toward corner + Circle
Irish Whip out of ring	L toward close ropes + B	L toward close ropes + Circle
Irish Whip back into ring from ringside	L toward apron + B	L toward apron + Circle
Leapfrog/duck rebounding opponent	LB on the rebound	L1 on the rebound

Note

When you're ringside, whipping an opponent back into the ring is a good way to force them back into the fight. They'll also end up grounded under the bottom rope with their head hanging precariously off the apron—perfect for a strike or a running strike along the side of the ring.

Using Objects



You can grab a chair from under the ring.

Pick up loose objects like stairs.

Objects can be key components of certain matches, by either using them to complete objectives or simply wearing opponents down with heavy damage. You can grab and use any object that moves, including the ring stairs.

To search for an object, approach the middle of the ring from ringside and press the pick up button to reach under and grab a chair or other object. You can strike with it five times before your Superstar drops it.

If your Superstar gets hit while holding it, they'll drop it. A successful reversal will pry the object from the Superstar's hands.

Action/Move	Xbox 360	PlayStation 3
Get object	LB	L1
Strike with object	X	Run and Square
Running strike with object	Run + X	Run + Square
Perform action with object	A	X

Limb-Targeting System

The limb-targeting diagram can be called up when you're in control.

WWE '12 brings with it a new Limb-Targeting System that allows the player to specifically target areas of the body to achieve certain outcomes within a match. As matches wear on and Superstars take damage, they may begin to favor an arm, or hold their head or ribs.

The player now has control of these damage areas and can reap the in-ring benefits that surface when an opponent is this specifically damaged.

When in a grapple or against a standing groggy opponent, activate the limb-targeting diagram and press a button that corresponds with the body part you want to attack. Against a grounded opponent, move to the body part and press strike or grapple to inflict damage.

As you inflict damage to a body part, you'll see that part of the diagram move from transparent to yellow, then orange, and finally to critical red. When Superstars take critical damage there will be side effects. Their performance will most definitely slow and they'll be vulnerable in different ways.

Use the diagram when your opponent is standing groggy to check their damage.

Action/Move	Xbox 360	PlayStation 3
Activate limb targeting	Hold + RB	Hold R1
Attack the head	Hold RB + Y	Hold R1 + Triangle
Attack the arms	Hold RB + X or B	Hold R1 + Square or Circle
Attack the legs	Hold RB + A	Hold R1 + X

Targeting the Head

Critical damage to the head results in an increased probability of transitioning into a standing groggy state and an increased chance of being submitted.

Targeting the Arms

Critical damage to the arm results in an increased chance of being submitted.

Understanding Health and Damage

A Superstar's health in WWE '12 is not like a traditional health meter in a fighting game, where you would whittle the health down to Circle and then you win.

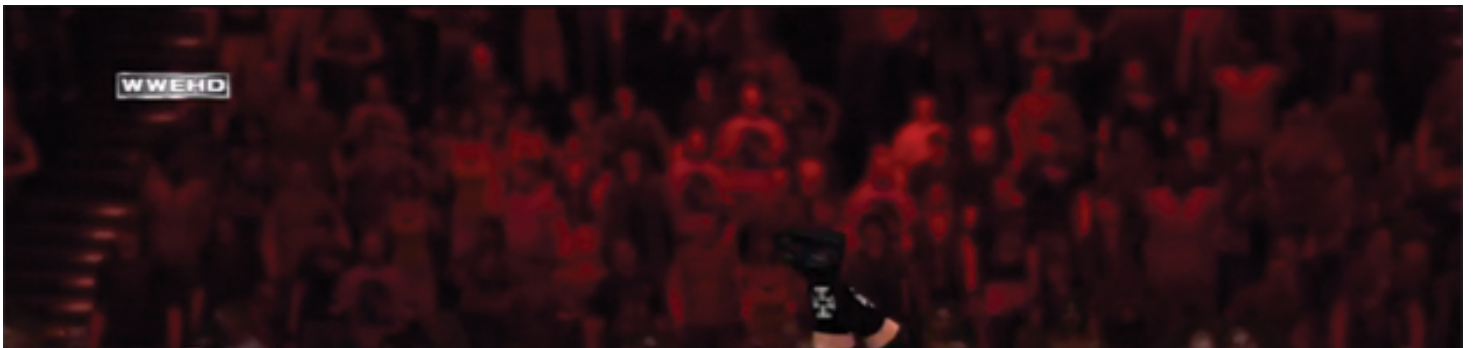
In WWE '12, each body part is assigned 120 HP, and inflicting more damage (subtracting HP) increases the likelihood of your victory in a pin or submission, but doesn't guarantee it.

Again, gaining advantage all the way to a win is driven by a number of factors (damage, attributes, etc.), but you can be stopped at any time, too! Visit the "Tactics, Strategy, and a Math Lesson" chapter for a complete breakdown of damage.

Targeting the Legs

Critical damage to the legs results in a reduced walking speed and an increased chance of being submitted. The Superstar will also randomly collapse if he or she attempts to run (which is hilarious, by the way).

Midsection



There’s no specific button in the Limb-Targeting System to target the midsection, but it will turn red when it takes damage.

Throughout the course of a match, the midsection takes the brunt of it, so it often turns red by the time you’re ready to finish the opponent with a pin or submission.

Critical damage will result in a reduced adrenaline meter, groggy grapples from a gut kick, and an increased chance of being submitted.

Tip

This can be huge: Perform a quick gut kick when your opponent is in the red in the midsection. They’ll go immediately groggy and bend over at the waist. Just like that, you can score big with a groggy grapple. Awesome!

Momentum and Taunts

Gaining momentum in the match is crucial for not only making sure you are the one in position to do the manhandling, but also for opening up powerful Signature moves and Finisher moves. Gain momentum quickly by scoring on your opponent with a variety of attacks, reversing attacks, and taunting.

The momentum system is based on formulas, and they favor variety. If you repeat a taunt over and over, you’ll notice that the amount your momentum increases lessens with each repeat until you aren't rewarded at all for that taunt. Vary your taunts by using all directions on the D-pad equally throughout the match.

Action/Move	Xbox 360	PlayStation 3
Taunt	D-pad any direction	D-pad any direction
Wake-Up Taunt to grounded opponent	D-pad up with store Finisher	D-pad up with store Finisher

Tip

To keep track of where you are momentum-wise, and how close you are to a Finisher, enable the momentum meter under your Superstar by going to Options -> Gameplay -> HUD and turning it on. It's unintrusive, and can also help you find your Superstar in a crowd during Royal Rumbles and other packed ring scenarios.

Signature Moves and Finishers

Every Superstar has at least one Signature move and one Finisher assigned. When you build up your momentum all the way, you open up your Signature move.

Perform a Signature successfully and you'll open up a fiery F icon representing a Super Finisher that will score more damage than a normal Finisher.

After a few seconds this fiery F will revert to a normal Finisher F icon. Signature moves and Finishers are situational—your opponent may have to be grounded or standing—so there may be a bit of setup involved to execute them.

Look for the Finisher button prompt to appear when you're in the right position. When you have a stored Finisher, you can use a Wake-Up Taunt to have your grounded opponent stand up groggy.

Note

You can also "store" Finishers based on the Superstar's Charisma attribute. If the Charisma is 1–79, one Finisher can be stored. Two Finishers can be stored for 80–89 Charisma and three Finishers for 90–100.

Action/Move	Xbox 360	PlayStation 3
Signature Move	Y when Signature available	Triangle when Signature available
Wake-Up Taunt	D-pad up with stored Finisher	D-pad up with stored Finisher
Store Finisher	R3 when Signature available	R3 when Signature available
Normal Finisher	Y when F icon present	Triangle when F icon present
Super Finisher	Y when fiery F icon present	Triangle when fiery F icon present

Caution

If you use a Wake-Up Taunt to bring your opponent to standing groggy, you have a small window of time to execute your Finisher, or you lose it!

Pinfalls

There basically two ways to finish your opponent in the ring: pinfalls (pins) and Breaking Point Submissions. Every Superstar can pin an opponent, and some can transition a grapple move into a pinfall attempt and hold it for a count.

When you approach a grounded opponent, press the pin button to call for a count and end the match.

Caution

Be aware of the ropes! If you try a pinfall attempt—or submission—near the ropes, your opponent may score a rope break, negating the attempt. Drag your grounded opponent more to the center of the ring and pin him or her there.

Action/Move	Xbox 360	PlayStation 3
Pin	B near grounded opponent	Circle near grounded opponent

Pinfall Mini-Game

When your opponent attempts a pin, a mini-game shows up on-screen. Hold grapple and release it when the gauge enters the blue area in the meter to escape the pinfall attempt.

As you take more damage, the blue area shrinks, eventually becoming a sliver, making it very difficult to escape the pin.

Breaking Point Submissions

This is a new feature in WWE ’12 and can be difficult to achieve if you don’t fully understand how to break your opponent down and make him or her vulnerable for a submission. When you engage in a submission attempt, a button-mashing mini-game will show up on screen.

An outline of the words “Breaking Point” serves as the meter for the mini-game, and the objective is to win the mash by having the words fill with red.

Note

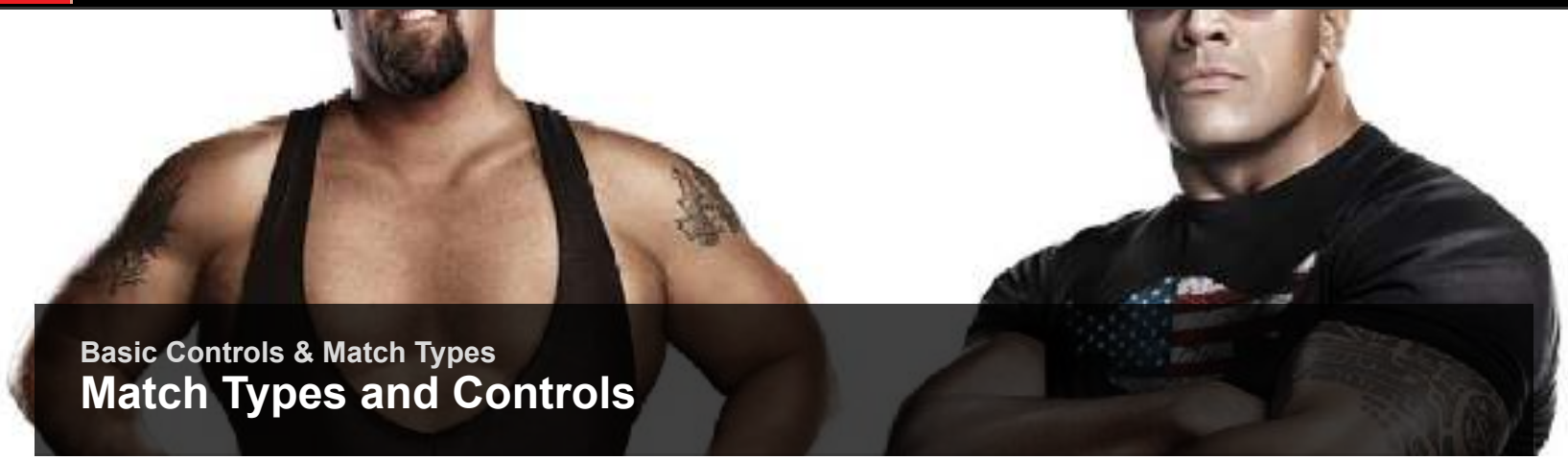
To engage an opponent in a submission, you must be in a chain grapple, near a standing groggy opponent, or near a grounded opponent.

Submission attempts early in a match are going to be easily stuffed—you’ll notice that the further along you are in damaging your opponent, the more of the “Breaking Point” that will be filled when the mini-game starts. Reference the “Limb-Targeting System” section of this chapter for details on how to break down body parts.

Action/Move	Xbox 360	PlayStation 3
Engage Breaking Point Submission	Hold A	Hold X
Win mini-game	Mash A, X, B, Y	Mash X, Square, Circle, Triangle

Tip

For the noob-ish: Since you have to mash the face buttons to win this tug-of-war, it’s better to go two thumbs on the face buttons. Abandon the left side of the controller when the mini-game starts and go with one thumb for each two of the face buttons. Go nuts.



Match Types and Controls

This section profiles match types and calls out any match-specific controls. Many match types can be done as a one-person wrecking crew or with a tag team.

One-on-One Normal Match

This is the standard of fairness. The rules allow for this match to be won by pinfall, submission, count out, or disqualification. Rope breaks will break up pin or submission attempts. Your Superstar will be disqualified if you hit your opponent with an object or if a Superstar on your side interferes.

Irish Whips into objects ringside are legal, however, as long as you're back into the ring before the 10-count elapses.

Extreme Rules

This is similar to a normal match except there are no disqualifications, count outs, or rope breaks. Win by pin or submission in the ring. Reach under the ring for objects to soften up your opponents quickly, then Irish Whip them back into the ring for the finish.

Steel Cage Match

In a Steel Cage Match, you must climb out of the cage to win. The only object is the cage itself, and you can Irish Whip your opponent into it. When it's time to climb the cage, a mini-game will start. Press grapple when the arrow is all the way to max to climb farther out of the cage. Repeat this a couple of times and you're out!

Action/Move	Xbox 360	PlayStation 3
Climb cage	LB	L1
Cancel climb	LB	L1
Pull down a climbing opponent	X or A	Square or X

Hell in a Cell

This is similar to a Steel Cage Match (no disqualifications, count outs, or rope breaks), but you can only win by pin or submission in the ring. It's like an Extreme Rules Match with a steel cage dropped down over the ring area. Irish Whip your opponent into the Cell for big damage.

Inferno Match

There is only one way to win the Inferno Match. When the fire temperature reaches 500°F, gain control with a chain grapple hold and drag your worn-down opponent toward the ropes. If he's worn down enough, your Superstar will toss him over flames at the top rope and out of the ring for the win. If your opponent drags you to the fire, a button-mashing mini-game appears. Mash the face button that appears to defend.

Iron Man

This match is a 15-minute match that will count the number of count outs, in-ring pinfalls, or submissions each Superstar tallies. The highest score when time expires wins. There are no disqualifications and there's a bevy of objects under the ring to choose from, but countouts will score a point. Rope breaks cancel a pin or submission attempt.

Ladder Match

In the Ladder Match, the goal is to bring a ladder to the center of the ring under the spotlight. Climb it and grab the prize above to win. Sometimes the prize is a championship; often it's a briefcase of cash. There are no pins, submissions for victories, disqualifications, or count outs.

The key to this match is to damage your opponent enough so they can't pull you off the ladder when you're reaching for the prize. There are chairs under the apron if you want to do some serious damage to your opponent. Hit them with the ladder too (as long as you've got it in your hands, right?).

Tip

After you've scored some damage, Irish Whip your opponent out of the ring and knock them off the apron (if you have the Hammer Throw ability this is one move). Set up the ladder. Catch your opponent coming back in and Irish Whip them out of the ring again. Now climb the ladder in peace and grab your prize.

Action/Move	Xbox 360	PlayStation 3
Grab ladder	P	L
Drop ladder	2	o
Strike with ladder	3	p
Set up ladder	P	L
Move upright ladder	From side of ladder, hold P + g	From side of ladder, hold L + g
Climb ladder	P	L
Reach up	i-	i
Grab prize	,	,
Pull opponent off ladder	1	u
Descend ladder	2	o
Up to top step	P while on ladder	L while on ladder
Dive attacks from ladder	3	p
Down from top step	P on top step	L on top step
Wedge ladder in corner	In corner, g to corner + 2	In corner, g to corner + o
Lean ladder against environment	From close, g toward + 2	From close, g toward + o

TLC Match

is similar to a Ladder Match, except there are tables and chairs thrown into the mix. Wedge the tables in the corners and Irish Whip your opponent into them to score damage and give you time to get up the ladder.

Last Man Standing

In a Last Man Standing Match, it's all about counting out your opponent for a 10-count—no pins, no submissions, just a KO. Grab objects from underneath the ring and go to work on your opponent. If you go down, the referee will start counting to 10 and you'll have to play the pin mini-game for the duration of the count.

Submission Match

Only submissions are good here. No count-outs and no pins. However, you can get disqualified if you try to soften up an opponent with an object. Use the Limb-Targeting System to attack the arms and legs, and then finish with a submission.

Table Match

A Table Match requires that you put your weakened opponent through a table to win the match. The table can be set up, leaning, or lying flat. There's no restriction where the table smashing can occur, so up the ramp, ringside, in the ring—it's all legal.

The quickest and simplest way to win is to weaken your opponent, lean a table in the corner of the ring, and then Irish Whip your opponent into it. If they are worn down enough, they'll go right through for the win.

Action/Move	Xbox 360	PlayStation 3
Grab table	LB	L1
Strike with table	X	Square
Set up table	LB	L1
Wedge table in corner	In corner, L to corner + B	In corner, L to corner + Circle
Lean table against environment	From close, L toward + B	From close, L toward + Circle

Tag Team

In the Road to WrestleMania, WWE Universe, and in other play modes, you can team up with other Superstars and control them as Tag Team partners. Some basic controls exist for these scenarios, both in tagging in your partner and in “teaming” up with your partner in a two-on-one situation within the match.

Involving your partner from the apron can be a very successful strategy to quickly take control of the match. Prior to the start of a 1P match, you can choose to control partners or not. If you choose not to, or if you’re playing a 2P game, you can play from the apron if you tag out.

Action/Move	Xbox 360	PlayStation 3
Tag in partner	LB near partner	L near partner
Tag in partner (multiple)	near partner, L to partner + LB	near partner, g to partner + L
Hot tag	RB + Y	R1 + Triangle
Double team grapples	Irish Whip to team corner + A	Irish Whip to team corner + X
Double team Finisher	With stored F, Irish Whip to team corner + Y	With stored F, Irish Whip to team corner + Triangle i
Strike from apron	X	Square
Grab opponent or referee	A	X
Force tag in	Near partner, A	Near partner, Z
Request tag	LB	L1
Pull down top rope on an Irish Whip	B	Circle

Hot Tag Mini-Game

*A “hot tag” becomes available when a Superstar has been in the match for two consecutive minutes and has become critically damaged. Approach your partner and hot tag to have your partner come in and tear it up. After the tag, buttons appear on-screen.

Press these before your opponent does to win the mini-game and you will greatly damage your opponent and boost your momentum to a Signature move.

Tornado Tag Team

This type of Tag Team Match has both teams in the ring, battling it out two-on-two at the same time. Other rules can be in effect as well, so if it is a Steel Cage Match or TLC,for example, those rules apply.

Elimination Tag Team

In this Tag Team format, all team members must go down by whatever rules are selected in a given match. If it's a Table Match, you have to put each member of the opposing team through a table. If it's a normal match, all the normal rules apply. Work your way all the way through a team to victory.

Mixed Gender Tag

Rule #1: Boys cannot hit girls. It's an automatic disqualification. You can't even assist from the apron with a grab! However, girls can hit boys, so whale away.

Triple Threat

This is a three-person battle with everyone out for themselves. Whatever rules are in place after that (Ladder, Table etc.) are just as in a one-on-one match.

Fatal 4-Way

This match type is exactly like a Triple Threat, except one more Superstar is thrown into the mix. Every Superstar for himself (or herself)!

Battle Royal

In this format, you are seeking to be the last one left in the ring after everyone else has been tossed over the top rope. Make your opponent groggy against the ropes or in the corner, and then press grapple to start a mini-game.

A button will appear on screen, and the first one to press it gains the advantage. If the groggy Superstar wins, he fights his way back into the match. If the attacking Superstar wins, he dumps his opponent over the top rope.

You can double-team these events too. Just press grapple to join in on a mini-game.

There's a bottom rope mini-game too, when the opponent is lying on the apron. Press grapple to activate the game. If you're the attacker, press grapple when the slider is in the red. The red area will grow and fill the bar; if that happens, you've won. If you're defending, mash the face buttons to shrink the red area until it disappears.

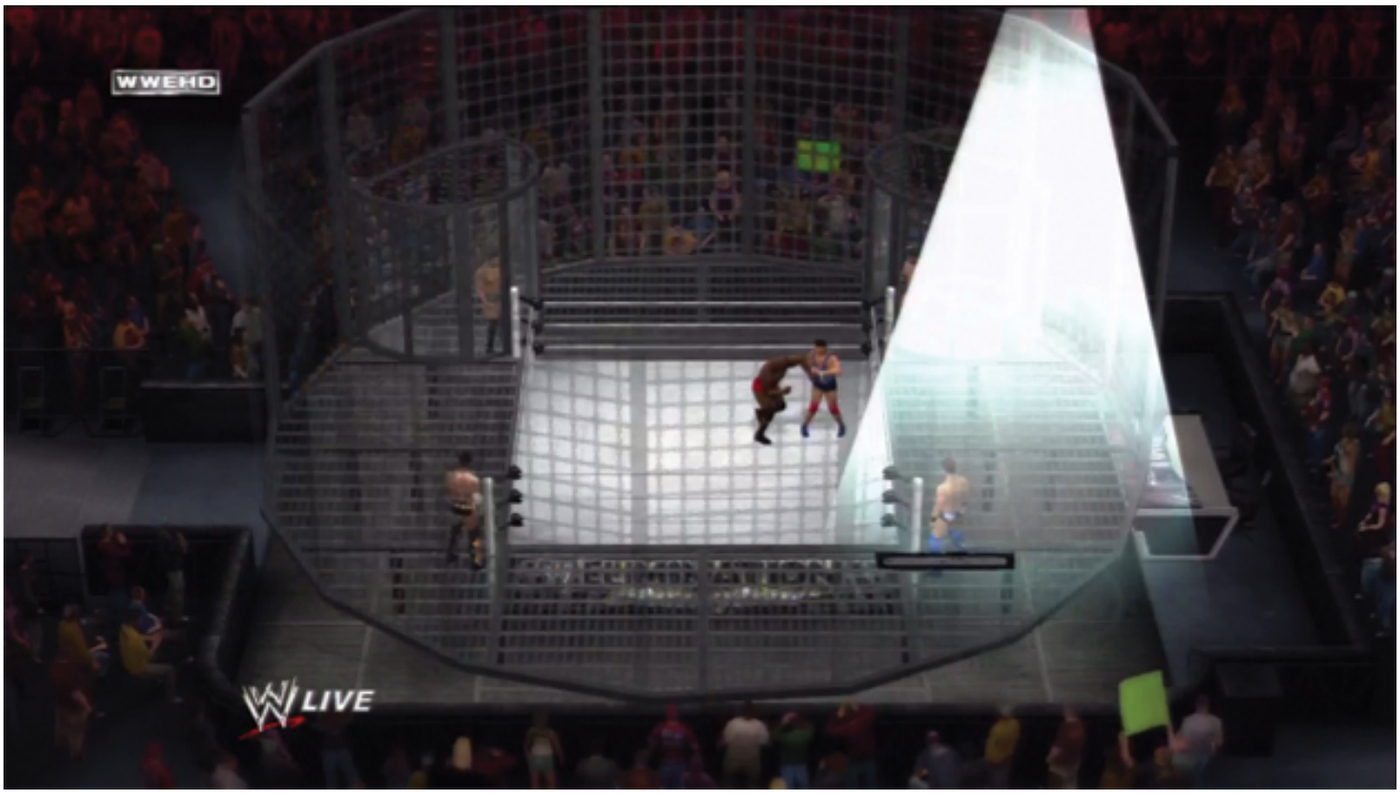
Tip

Don't use Finishers; store them! A stored Finisher can be used as an automatic defense when someone puts you up against the ropes. Press P or L when this happens and you're safe.

Royal Rumble

The Royal Rumble is simply a Battle Royal with the options for 10, 20, 30, or 40 Superstars to battle it out for top-rope elimination. The match starts with the first two Superstars in the ring, and a new Superstar will be introduced every minute and enter the ring fresh.

Elimination Chamber



This match is a six-person match. Two Superstars start off in the ring and one more is released from a pod outside the corners of the ring each minute. Pins and submissions eliminate Superstars, and the last one left in the ring is the winner.

Irish Whip opponents into the pods and the surrounding cage to score vicious damage and weaken them quickly. Often, when you're outside of the ring it allows you to go one-on-one with an opponent with less fear of an attack from your rear.

If there are three of you, team up on the odd man out to make the elimination happen more quickly.

Gauntlet

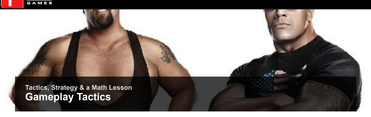
A Gauntlet Match is a one-on-three normal match that has “the one” working through an elimination of all three to win—essentially three one-on-one matches with no rest between for you. You’ll battle each opponent one at a time, but you’ll be facing fresh Superstars.

Championship Scramble

Put your championship on the line! This match is a five-minute, five-person match where every in-ring pin or submission that occurs wins the championship. When a Superstar scores a pin or submission, they become the champion.

If another pin or submission occurs that Superstar is the new champion. Since all the AI Superstars run around breaking up pins and submission attempts, a good strategy is to work on their bodies with the Limb-Targeting System, and then try a submission in a corner.

Against human opponents this can be a very interesting scramble!



Tactics, Strategy & a Math Lesson

Gameplay Tactics

This section breaks down not only the tactics you can use to tally wins in the ring right away, but also the specifics behind the matches, and how the outcomes of successful moves are formulaically calculated by the game's software.

WWE '12 is designed to be host to strategic matches that have interactive environments and vast technical options—each Superstar has a Move-Set of 160 moves!

Fully understanding all you can do in the ring and how to maximize the punishment you dole out will turn you from a button-mashing novice to a WWE Superstar.

Gameplay Tactics

These tactics will help you move and manipulate your character to pull off efficient wins. This section is about understanding tactically what moves to pull off when, offensively and defensively.

Using Run

Running is a great way to catch an opponent off guard offensively and also to take yourself out of striking range defensively.

Running strikes and grapples are easily reversed by experienced players, but using some of the more complex running attacks will keep a human opponent guessing and score damage to specific parts.

Time when your opponent stands up and hit them with a running grapple (Bulldogs and Float Over DDTs are common to damage the head); you'll take them back down to the mat immediately to maintain control.

Running attacks can be extended to opponents you've whipped out of the ring, like this vaulting body press from CM Punk. It's a bit of a gamble, but with a 1.5× multiplier for out-of-ring attack damage, it's worth it. Hit 'em while they're down.

Give 'Em a Pick-Me-Up

When you slam your opponents to the ground or strike them down to the mat, use the right analog stick to pick them up. Even if they start to get up, use this move to put yourself in position to continue the barrage.

Flicking the stick up pulls the opponent up to face you. Flicking down pulls them up with you behind.

If You're Not Reversing, You're Not Playing!

Understanding and getting a solid feel for the reversal timing in *WWE '12* is crucial. Even if you take control early against the AI or a human opponent, there are built-in ways for characters to escape and gain some level of advantage on even a dominating opponent.

To combat the out-and-out "perfect" whuppings that have plagued noob players over the years, the WWE franchise has incorporated some fairly straightforward abilities like Comeback and Ring Escape to help level the playing field.

But here, we are going to address improving your skills as a gamer when we talk about reversals. Get a solid grasp on reversals and you can own your opponent.

Reversals are a key component to winning in the ring. Many factors come into play for a successful reversal: Superstar attributes, damage taken, game difficulty settings, and of course your ability to press the button in this timeframe.

Performing a successful reversal is essentially you as the player pressing the reversal button while the reversal timeframe is open. When your opponent strikes at you or attempts a grapple or Irish Whip, you have a certain amount of time to reverse the attack.

The maximum time for a fresh, unhurt Superstar with strong defense attributes is roughly a quarter of a second. As the match clock wears on and you take damage, the time allowed for successful reversals gets shorter.

However, regardless of damage there is always at least a slight opportunity to reverse an attack; the reversal timeframe never slams shut all the way.

Tip

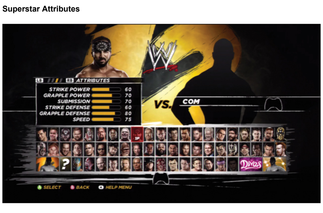
The key practice in working your way up to a high percentage of successful reversals is to practice "seeing" the opponent attack you. And by "seeing" we mean seeing/sensing the moment *before* the reversal icon shows up above the Superstar's head.

Ideally, pressing the button as the reversal icon shows up gives you the best chance for a reversal. For starters, select a Superstar with great defensive attributes, like Rey Mysterio or CM Punk, and run through a couple of matches, letting the opponent initiate so you can practice reversals.

We found that some reversals tend to be easier out of the box than others. Often it is easier for human players to visually anticipate a strike or kick from an approaching AI than a chain grapple from a hold that is more about "feel" and experience.

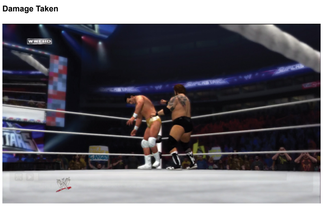
After three reversals go back and forth from the initial strike or grapple, the Superstars push off and revert to a neutral state. Here is a breakdown of the factors that make up the formula for how long you have to reverse when your opponent attacks.

Superstar Attributes



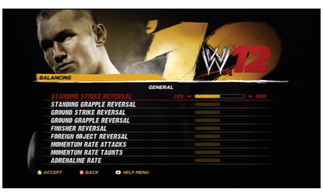
To understand reversing an opponent's strike or grapple, look at your Superstar's defense attributes for both grapples and strikes.

Damage Taken

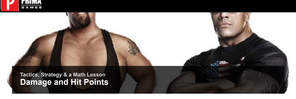


After having taken quite a bit of damage, your timeframe to execute a reversal sees a significant drop. If your forehead starts bleeding, it shortens even more.

Game Difficulty and Sliders



There are four levels of difficulty: Easy, Normal, Hard, and Legend. But for even more control, play with the sliders under the Options menu to adjust the difficulty of each specific reversal. Sliding the bar all the way to right will open up more time for a reversal in that situation.



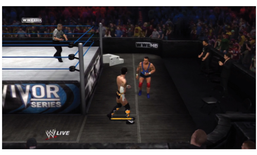
Tactics, Strategy & a Math Lesson

Damage and Hit Points

WWE '12 is all about controlling the match so you can inflict damage to your opponent. Superstars start to slow and hold parts of their body when they take damage to that area. The body, head, legs, and arms are assigned 120 HP (hit points) each.

When the HP drops to 0 in any of these areas, the Superstar will visibly be affected, either favoring that area or failing if they attempt to run.

Ouch. Headache.



The old adage goes "destroy the body to defeat the man." The Superstar clutches his ribs.

Damage to the arm.

Damage to the legs translates into random falling if the Superstar tries to run.

After a big strike, the screen flashes red and the announcers say that the Superstar is bleeding—if blood is turned on as an option.

Calculating Move Damage

When calculating damage, an attribute multiplier is created based on the difference between the attacker's power attribute versus the defender's defense attribute, or whether or not a object is used.

Then, some fixed situational multipliers are factored in depending on where and how the attack happens: Signature (2×), Finisher (3×), Object (1×), Out of Ring (1.5×), Difficulty (0.7–1.0×), et cetera.

This creates a new, final multiplier and it is applied to the base damage HP to figure the final damage HP.

Ultimately the equation looks like this:

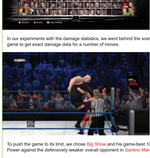
Attribute Multiplier × Situational Multipliers × Base HP > Damage HP to Opponent

Signature and Finisher Move Damage

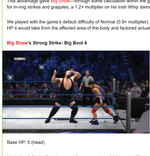
These moves are crucial to finishing your opponent. After you've built up momentum, you'll be rewarded with a Signature move that adds in a 2× multiplier into the damage equation.

Finishers add in a 3× multiplier, which, by the default setting, blasts the opponent with a strike that can take a huge amount of their HP from the affected part of the body.

Case Study: Big Show vs. Santino Marella



In our experiments with the damage statistics, we went behind the scenes with the development team's build of the game to get exact damage data for a number of moves.

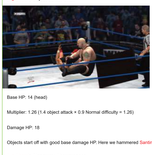


To push the game to its limit, we chose Big Show and his game-best 100 points for both Strike Power and Grapple Power against the defensively weaker overall opponent in Santino Marella (80 Strike Defense, 65 Grapple Defense).

This advantage gave Big Show—through some calculation within the game software—a 1.49× base attribute multiplier for in-ring strikes and grapples, a 1.2× multiplier on his Irish Whip damage, and a 1.4× multiplier on object damage.

We played with the game's default difficulty of Normal (0.9× multiplier). Each move starts with a base damage number of HP. It would take from the affected area of the body and factored actual damage from there. The numbers don't lie!

Big Show's Strong Strike: Big Boot 6



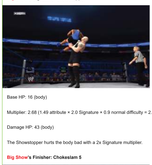
Base HP: 5 (head)

Multiplier: 2.01 (1.49 attribute × 1.5 strong strike × 0.9 Normal difficulty × 2.01)

Damage HP: 10

The Big Boot's 1.5× multiplier is added in for the strong strike.

Big Show's Object Strike: Chair



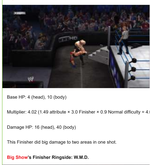
Base HP: 14 (head)

Multiplier: 1.26 (1.4 object attack × 0.9 Normal difficulty × 1.26)

Damage HP: 18

Objects start off with good base damage HP. Here we hammered Santino Marella for 14 base damage.

Big Show's Signature: Showstopper



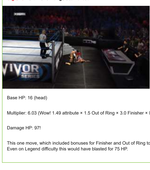
Base HP: 16 (body)

Multiplier: 2.68 (1.49 attribute × 2.0 Signature × 0.9 normal difficulty × 2.68)

Damage HP: 43 (body)

The Showstopper hurts the body bad with a 2x Signature multiplier.

Big Show's Finisher: Chokeslam 5



Base HP: 4 (head), 10 (body)

Multiplier: 4.02 (1.49 attribute × 3.0 Finisher × 0.9 Normal difficulty × 4.02)

Damage HP: 16 (head), 40 (body)

This Finisher did big damage to two areas in one shot.

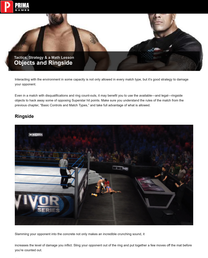
Big Show's Finisher Ringside: W.M.D.

Base HP: 16 (head)

Multiplier: 6.03 (Wow! 1.49 attribute × 1.5 Out of Ring × 3.0 Finisher × 0.9 Normal difficulty × 6.03)

Damage HP: 97!

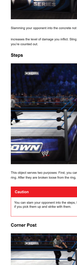
This one move, which included bonuses for Finisher and Out of Ring took over 80 percent of the full 120 HP in one blow! Even on Legend difficulty this would have blasted for 75 HP.



Interacting with the environment in some capacity is not only allowed in every match type, but it's good strategy to damage your opponent.

Even in a match with disqualifications and ring-count-outs, it may benefit you to use the available—and legal—ringside objects to track away some of opposing Superstar hit points. Make sure you understand the rules of the match from the previous chapter, "Basic Controls and Match Types," and take full advantage of what is allowed.

Ringside



Slamming your opponent into the concrete not only makes an incredible crunching sound, it

increases the level of damage you inflict. Sling your opponent out of the ring and put together a few moves off the mat before you're counted out.

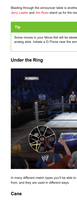
Steps

This object serves two purposes: First, you can slam or Irish Whip your opponent into the steel steps at some corners of the ring. After they are broken loose from the ring, they are free to be picked up and carried like an object.

Caution

You can slam your opponent into the steps, but don't pick the steps up if disqualifications are on! It'll be a disqualification if you pick them up and strike with them.

Corner Post



When the steps are broken loose the corner post is exposed. Irish Whip your opponent into the post and he'll slump over, leaning on it grogsily. Press the grapple button and you'll slam his head into the post.

Security Fence

Irish Whip your opponent into the fence to do damage and take control. Strike or grapple to unload a knockdown strike.

Announcer Table

Reeling through the announcer table is another "legal" option when disqualifications are on. Plus, destroying the table makes Jerry Lawler and Jim Ross stand up for the rest of the match for a satisfying extra bonus.

Tip

Some moves in your Move list will be labeled "C-Throw." Those are directional throws you can control with the left analog stick. Initiate a C-Throw near the announcer table and you can toss your competition into the table.

Under the Ring

In many different match types you'll be able to legally reach under the ring and pull out objects. There's a bunch to choose from, and they are used in different ways.

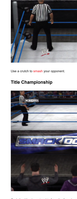
Cane

This is a great object that scores a quick hit. You'll knock your opponent to the mat.

Ladder

Ladders can be used to strike with, slam opponents into, and serve as takeoff points for diver attacks.

Table



Using tables allows you to strike your opponent from afar, and you can ram them up 4 corners for a powerful Irish Whip. Set up the table and lay a grogsy opponent down on it for a spectacular dive attack finish.

Trash Can

Slam your opponent into the trash can with a D-Throw or pick it up and strike with it.

Chair

Set up the chair in the corner and use an Irish Whip. A strike will knock your opponent to the mat; press grapple to thread the Superstar's body through the chair and then slump it for damage.

Sledgehammer

Strikes with the sledgehammer will send your opponent tumbling to the mat.

Mop

Strike the opponent with the mop in different ways.

Out of the Crowd

Throughout the match, objects may randomly appear in the crowd. You'll be prompted with a button on-screen when you get close, and your Superstar will rip the object out of the hand of the spectator.

Guitar

Fan checklist: WWE T-shirt...check. Funny sign...check. Guitar? Well, this guy brought one and you can swing it.

Soda

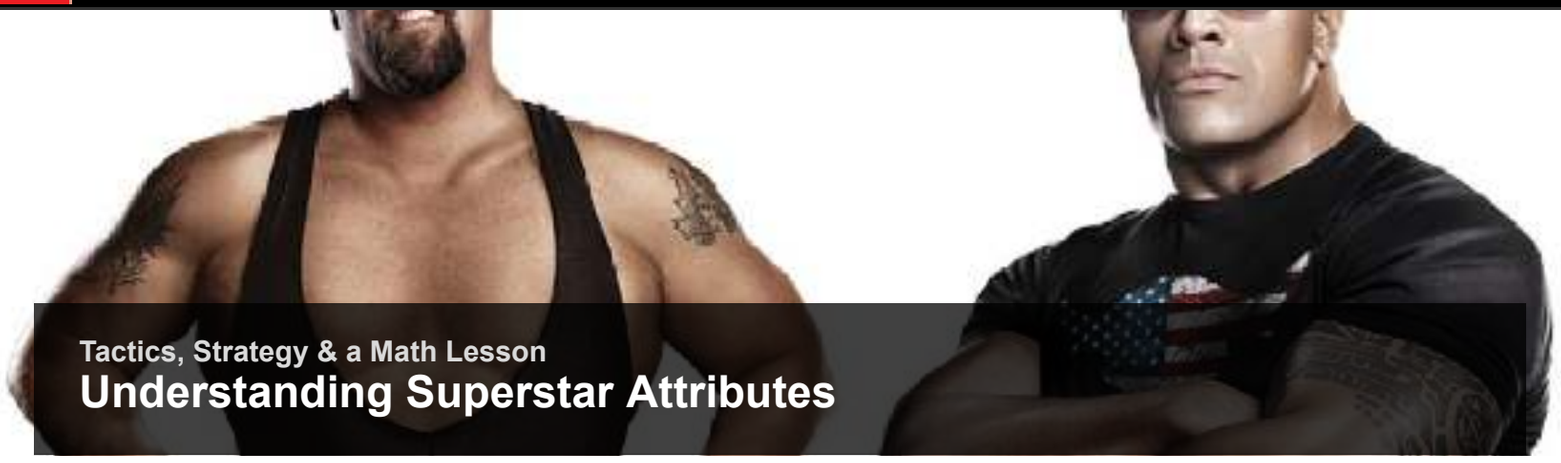
This is a dinner animation—your Superstar will pour a soda on your opponent.

Crutch

Use a crutch to corrupt your opponent.

Title Championship

Grab the title championship from the fan when it shows up.



Tactics, Strategy & a Math Lesson

Understanding Superstar Attributes

WWE ’12 expanded the depth to which a Superstar’s attributes affect the outcome of matches. New to this year’s game are the Strike Defense and Grapple Defense attributes, which expand last year’s Technical attribute, making the success of reversals dependent on the kind of attack thrown—a strike or grapple.

This means your Superstar may be better at reversing kicks than he or she is at reversing chain grapples, or vice versa.. Also new are the Adrenaline, Agility, and Recovery attributes, which all contribute to the Superstar’s level of activity and quickness in the ring.

Last, the Tag Team attribute was added to reward powerful Tag Teams for awesome double-team grapple moves. Breakdowns of each attribute and the Top 10 Superstars in each area are included here.

Check out the last chapter of the book for comprehensive rankings of every Superstar, sorted by attribute.

Strike Power

Strike Power determines the level of damage caused by strike attacks. The higher the rating, the more damaging your strikes will be.

Top 10 Strike Power Superstars

Superstar Name	Strike Power
Big Show	100
Vader	95
Mark Henry	95
Undertaker	90
The Rock	90
Stone Cold Steve Austin	90
John Cena	90
Wade Barrett	85
Triple H	85
Smash	85

Grapple Power

Grapple Power determines the level of damage caused by grapple attacks. The higher the rating, the more damaging your grapples will be.

Top 10 Grapple Power Superstars

Superstar Name	Grapple Power
Big Show	100
Mark Henry	100
Vader	95
Undertaker	90
John Cena	90
Triple H	90
Kevin Nash	90
Kane	90
Brock Lesnar	90
Stone Cold Steve Austin	85

Submission

Submission determines how likely your Superstar will succeed in the offensive application of Breaking Point Submission moves.

Top 10 Submission Superstars

Superstar Name	Submission
Undertaker	100
Alberto Del Rio	100
John Cena	95
Daniel Bryan	95
Jack Swagger	90
The Rock	90
CM Punk	90
Sin Cara	90
Big Show	85
Mark Henry	85

Strike Defense

Strike Defense determines the level of difficulty for reversing strike attacks. The higher the rating, the easier it'll be to reverse successfully. This attribute is also factored in when determining HP damage for strikes landed against you.

Top 10 Strike Defense Superstars

Superstar Name	Strike Defense
CM Punk	95
Shawn Michaels	95
Undertaker	90
John Cena	90
The Rock	90
Stone Cold Steve Austin	90
Randy Orton	90
Eddie Guerrero	90
Ricky Steamboat	90
Wade Barrett	90

Grapple Defense

Grapple Defense determines the level of difficulty for reversing grapple attacks. The higher the rating, the easier it will be to reverse successfully. This attribute is also factored in when determining HP damage for grapples against you.

Top 10 Grapple Defense Superstars

Superstar Name	Grapple Defense
Sin Cara	100
Shawn Michaels	95
Rey Mysterio	95
Alberto Del Rio	90
Jack Swagger	90
The Rock	90
CM Punk	90
Triple H	90
Randy Orton	90
Eddie Guerrero	90

Speed

Speed determines the quickness of a Superstar's movement.

Top 10 Speed Superstars

Superstar Name	Speed
Sin Cara	100
Evan Bourne	100
Kofi Kingston	95
Shawn Michaels	90
Dolph Ziggler	90
Tyson Kidd	90
Rey Mysterio	90
John Morrison	90
Daniel Bryan	85
CM Punk	85

Charisma

Charisma determines the amount of momentum a Superstar earns for attacking successfully and performing uninterrupted taunts. Charisma also determines the maximum number of Finishers that a Superstar can store.

Superstars with Charisma 90 and above can store three Finishers, those with 80–89 can store two, and those with 1–79 can store one Finisher.

Top 10 Charisma Superstars

Superstar Name	Charisma
The Rock	100
Stone Cold Steve Austin	100
Shawn Michaels	95
CM Punk	95
Eddie Guerrero	95
The Miz	95
Edge	95
Undertaker	95
John Cena	95
Triple H	95

Adrenaline

Adrenaline determines the length of time that a Superstar can run without interruption. The higher the rating, the longer that Superstar can run. If you enable the HUD for your Superstar, the Adrenaline meter will flash underneath when he or she runs.

Top 10 Adrenaline Superstars

Superstar Name	Adrenaline
Sin Cara	100
Evan Bourne	100
Kofi Kingston	95
Shawn Michaels	95
Dolph Ziggler	95
Rey Mysterio	95
John Morrison	95
Daniel Bryan	95
Yoshi Tatsu	95
Tyson Kidd	90

Recovery

Recovery determines the speed with which a Superstar is able to recover from an incapacitated state (grounded or groggy). The higher the rating, the quicker the recovery time.

Top 10 Recovery Superstars

Superstar Name	Recovery
Shawn Michaels	100
Rey Mysterio	95
CM Punk	95
John Morrison	90
Randy Orton	90
Eddie Guerrero	90
Ricky Steamboat	90
The Rock	90
Undertaker	90
John Cena	90

Durability

Durability determines the level of difficulty for participating in Royal Rumble mini-games and escaping out of Breaking Point Submission moves. The higher the rating, the less likely you are to be eliminated from the Royal Rumble or be submitted.

Top 10 Durability Superstars

Superstar Name	Durability
Big Show	100
Vader	95
Undertaker	90
John Cena	90
Brock Lesnar	90
Stone Cold Steve Austin	90
Kane	90
Kevin Nash	90
Mark Henry	90
Randy Orton	85

Agility

Agility determines the Superstar's range for performing dive attacks off the turnbuckle as well as the speed with which the Superstar is able to mount the turnbuckle. The higher the rating, the more distance the Superstar is able to cover when mounting the turnbuckle.

Top 10 Agility Superstars

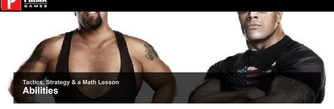
Superstar Name	Agility
Sin Cara	100
Evan Bourne	100
Rey Mysterio	90
Justin Gabriel	90
Kofi Kingston	85
Shawn Michaels	85
Dolph Ziggler	85
Tyson Kidd	85
John Morrison	85
Daniel Bryan	85

Tag Team

Tag Team determines the level of damage caused by double-team grapple moves. The higher the rating, the more damaging your double-team moves will be. If you have a high Tag Team rating, use this to your advantage when you tag in.

Top 10 Tag Team Superstars

Superstar Name	Tag Team
Smash	100
Ax	100
Hawk	100
Animal	100
Christian	95
Edge	95
Undertaker	95
Arn Anderson	95
Kevin Nash	95
Big Show	95



Tactics, Strategy & a Math Lesson

Abilities

Most of the abilities in WWE '12 carry over from prior years, but the incredibly fun and dramatic Comeback ability was added this year to replace, and tune up, the old Kip-Up and Fired Up abilities.

Dirty Pin

Add leverage to your pin attempt by placing your feet on the ropes.

How to do it: Pin your opponents when they are grounded near the ropes.

Move Thief

Steal your opponent's Finisher and use it against them.

How to do it: When you have a Finisher, hold + or R and press the D-pad up to enter the Move Thief state. The clock is now ticking! You have 20 seconds to use it.

Hammer Throw

A powerful version of the standard Irish Whip.

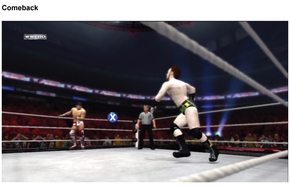
How to do it: Hold the Irish Whip button and use the left stick to direct the throw. You'll see your Superstar really bear down and put a little extra mustard on the Irish Whip. If you're near the ropes, you'll toss your opponent right out of the ring to the ground.

Resiliency

Increase the size of the target zone during a pin attempt. This can only be used once per match.

How to do it: If your opponent attempts to pin you, a slider bar mini-game will show up on screen. Hold P or L and you'll see the target zone grow.

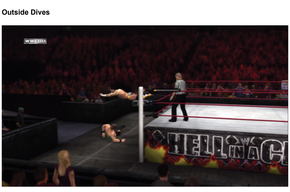
Comeback



Perform a dramatic comeback after getting injured. Comebacks cannot be used if you have a Finisher or Signature move available.

How to do it: Press the Finisher button when prompted on-screen to activate the Comeback. This launches a button-race mini-game. If you press the buttons that appear on-screen before the AI or your human opponent, the Comeback will continue and you'll be awarded control and a Signature move.

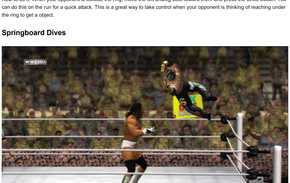
Outside Dives



This ability allows you to perform dive attacks from the ring to an opponent standing outside the ring, with no need to climb the turnbuckle.

How to do it: When your opponent is outside the ring, move the left analog stick toward them and press the strike button. You can do this on the run for a quick attack. This is a great way to take control when your opponent is thinking of reaching under the ring to get a object.

Springboard Dives



Spring off the ropes to perform an aerial dive attack.

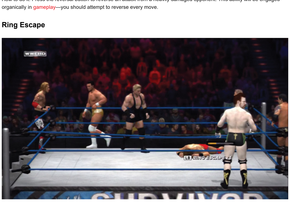
How to do it: Move or run toward the ropes and press strike. Your Superstar will slingshot back to the opponent with a dive.

Leverage Pin

Reverse groggy grapples and running attacks into powerful leverage pins in one quick move.

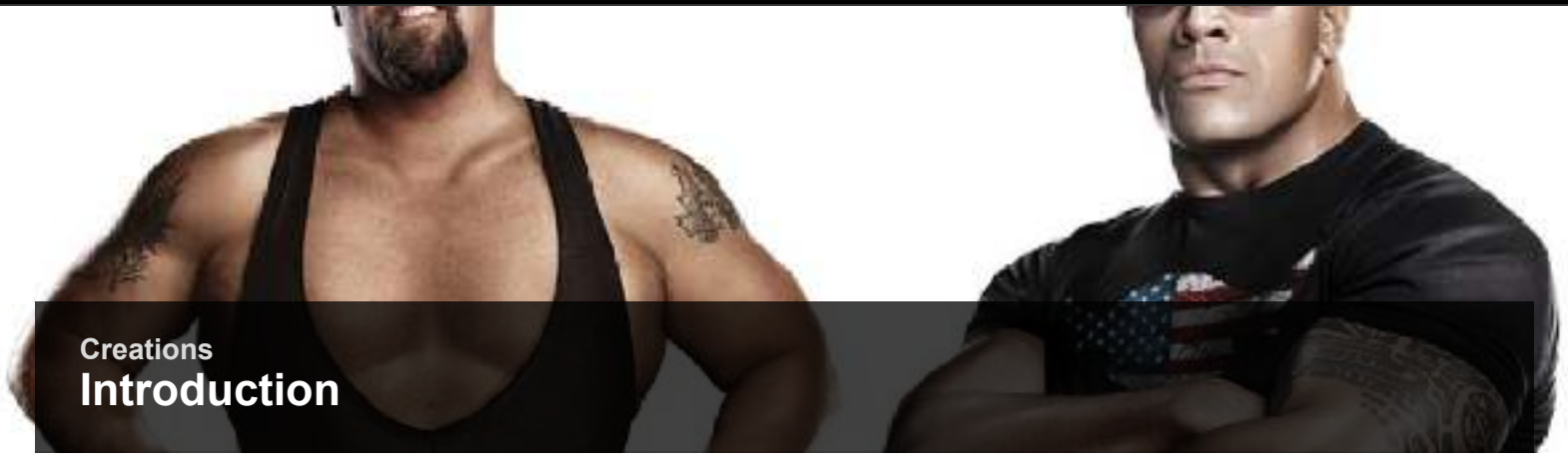
How to do it: Press the reversal button to reverse an attack from a heavily damaged opponent. This ability will be engaged organically in gameplay—you should attempt to reverse every move.

Ring Escape



With this ability, you can escape ringside when grounded near the ropes. This ability can be used up to three times per match.

How to do it: When grounded near the ropes, press P or L to slide out of the ring when prompted. Immediately taunt to build momentum, before your opponent can react.



Creations

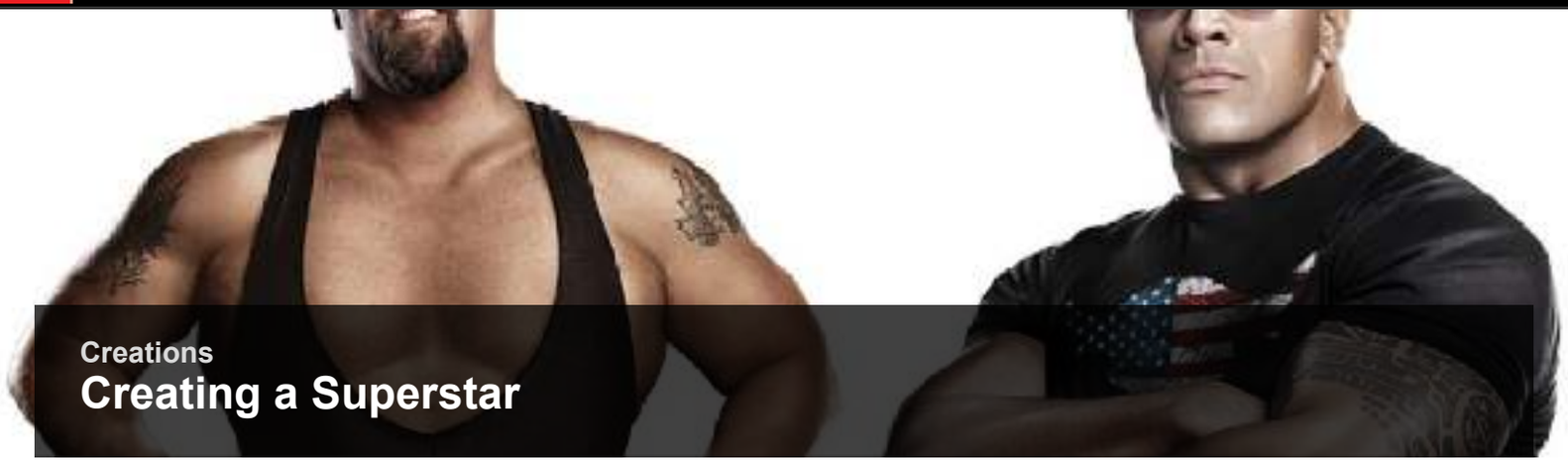
Introduction

WWE '12 brings with it some of the most immersive creation modes in the video game marketplace. Not only can players create unique and realistic Superstars like never before, they can explore their creativity through near-endless physical features and clothing options that range from today's hip-hop to '80s punk and *lucha libre* to…pirate?

Beyond the character looks, players can also customize nearly every aspect of the game experience, including the Superstar entrances, Move-Sets, and Finishers, and craft an original story and custom arenas that can both be shared via online connection. You can even peruse others' creations online and add them to your collection.

Tip

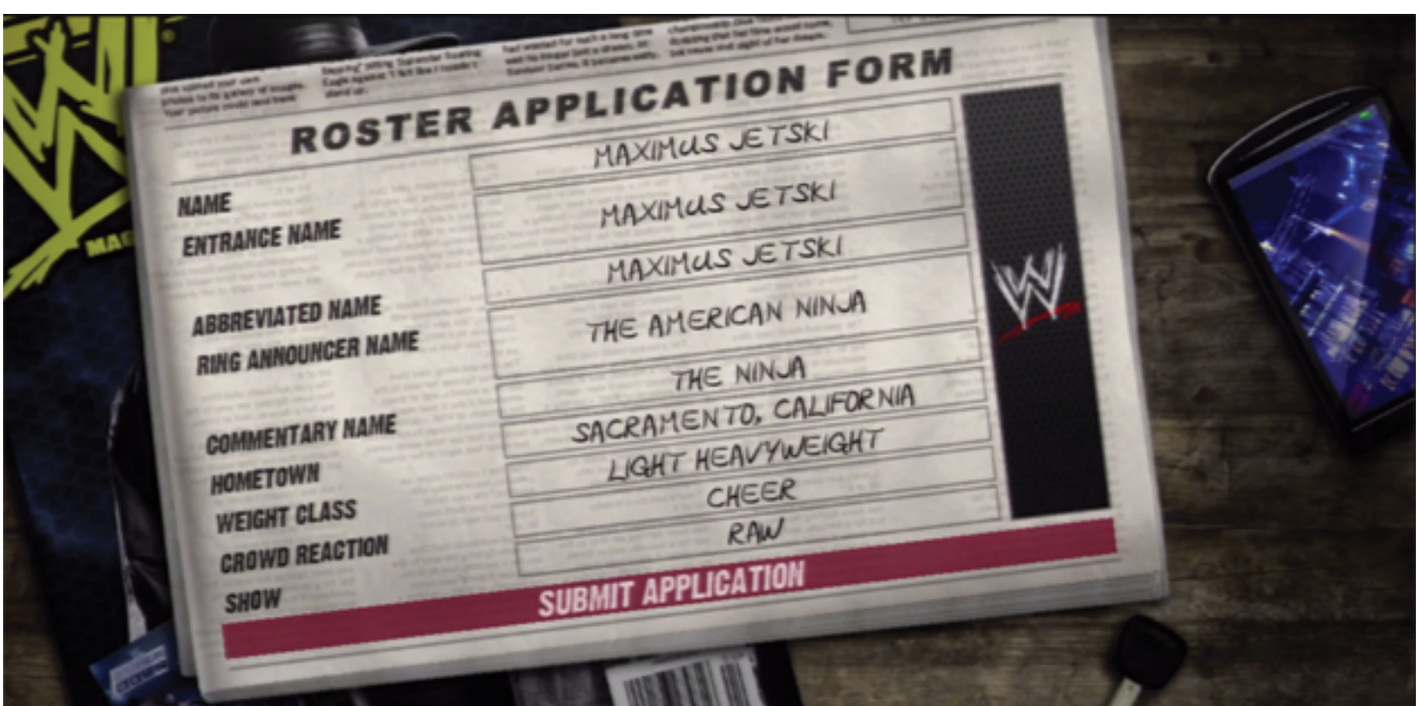
Gain Xbox LIVE® Prestige each time your story is downloaded!



Creations

Creating a Superstar

Our first Superstar creation: “The American Ninja” Maximus Jetski



Maximus Jetski's Roster Application Form. This saves your Superstar's details.

Physical Appearance

The look of your Superstar can change from size, features, muscling, and attire. Each area can adjusted with slider bars from subtle appearance changes to the outrageous.

You start with 48 points to spend, and each manipulation costs a certain number of points to complete. Keep a close eye on the cost as you cycle through the options.

> **Note**
>
> Use the left analog stick to move through the menus and the right analog stick to zoom and rotate your creation. Some slider adjustments will be visable only from a side, back, or front view.
>
> The shoulder buttons cycle through the different areas on the body (left to right in the top-left menu).

Use the left analog stick to move through the menus and the right analog stick to zoom and rotate your creation. Some slider adjustments will be visable only from a side, back, or front view.

The shoulder buttons cycle through the different areas on the body (left to right in the top-left menu).

Head

Head, face, hair, marks, and scars can all be modified from the Head menu. Cycle through the menu to see all your options, then you'll have an idea of the depth of this creation tool. Here, we've included screenshots of some of our choices for Maximus Jetski.

Face template and age

Marks and scars

Hair

Eyes, eyelashes, and eyebrows

Ears, nose, and mouth

Note

For the algebraically-challenged: In moving around some features on the face you'll be asked to use the x-axis (left to right) and the y-axis (up and down). Math lesson, no extra charge.

Jaw, cranium, and cheeks

Customizing Templates

Dingy brown to…

…surf hair, brah.

Colors can be customized after you choose the template. Here, we decided to change Maximus Jetski's hair from a light brown to a California-esque frosty blonde. First we lightened the Shade field by sliding the bar over to the right about 25 points.

Then we moved the red dot indicator on the Color Picker until we found just the sun-kissed yellow we were looking for. Dude…totally…

Body: Height and Weight

Now you can create your size and shape. When choosing your height and weight stats, you will by default select your weight class, and different weight classes have certain attribute strengths in the ring.

You'll access the attribute sliders right before you finalize your Superstar, but take into consideration what kind of Superstar you want to create: a big bruiser like Big Show or a high-flying luchador like Sin Cara. Selecting a smaller Superstar weight class will limit your power, but will allow for a speedy and agile Superstar.

Selecting one of the bigger weight classes will open up the power and durability, but you'll be slower. The other attributes (Recovery, Charisma, and Tag Team) can be maxed out.

Superstar Weight Classes

Weight Class	Weight	Strike Power Limit	Grapple Power Limit	Submission Limit	Defense Limits	Speed/Agility Limits	Adrenaline Limit	Durability Limit
Cruiserweight	190–199 lb.	80	75	90	100	100	100	80
Light Heavyweight	200–239 lb.	85	80	95	95	95	95	95
Heavyweight	240–279 lb.	90	90	100	90	85	90	90
Super Heavyweight	280-329 lb.	100	100	100	80	75	80	100

Body: Size and Shape

Selecting a size picks your muscle template.

Manipulating the Shape features allows you to tweak body part details.

Select the body size for your Superstar. Are you a Husky Harris or an Ezekiel Jackson type? From here, move on to the Shape menu to customize every tiny detail of your body. Typically you'll be able to modify the length, width, height, depth, or angle, depending on the body part or muscle group.

BODY
CHEST
HEIGHT 4
WIDTH 6
DEPTH 17
ANGLE 1
RING ATTIRE
40 / 48 REMAINING POINTS
A SELECT
B BACK
HELP MENU

Chest

BODY
ABDOMEN
HEIGHT 15
WIDTH 0
DEPTH -2
RING ATTIRE
40 / 48 REMAINING POINTS
A SELECT
B BACK
HELP MENU

Abs

Arms and biceps: Welcome to the gun show!

Legs and feet

Clothing

In creating a proper ensemble for your Superstar, know that you'll have to create a Ring Attire for your Superstar's in-ring exploits, an Entrance Attire for the walk down the ramp to the ring, and a Cinematic Attire for the starring role in any of the dramatic cutscenes.

There are plenty of options for each attire, so cycle through and check them out. You can also grab some templates to make it easy.

Dapper in a suit

High school jock

Gorilla

Pirate

Note

Create a Ring Attire, Entrance Attire, and Cinematic Attire for your Superstar by moving over to the Other menu on the top-left of the screen. Whichever attire you are editing will be grayed out on the menu.

Shirts and logos

Shorts or pants

Headwear

Body accessories

Horns???

Masks

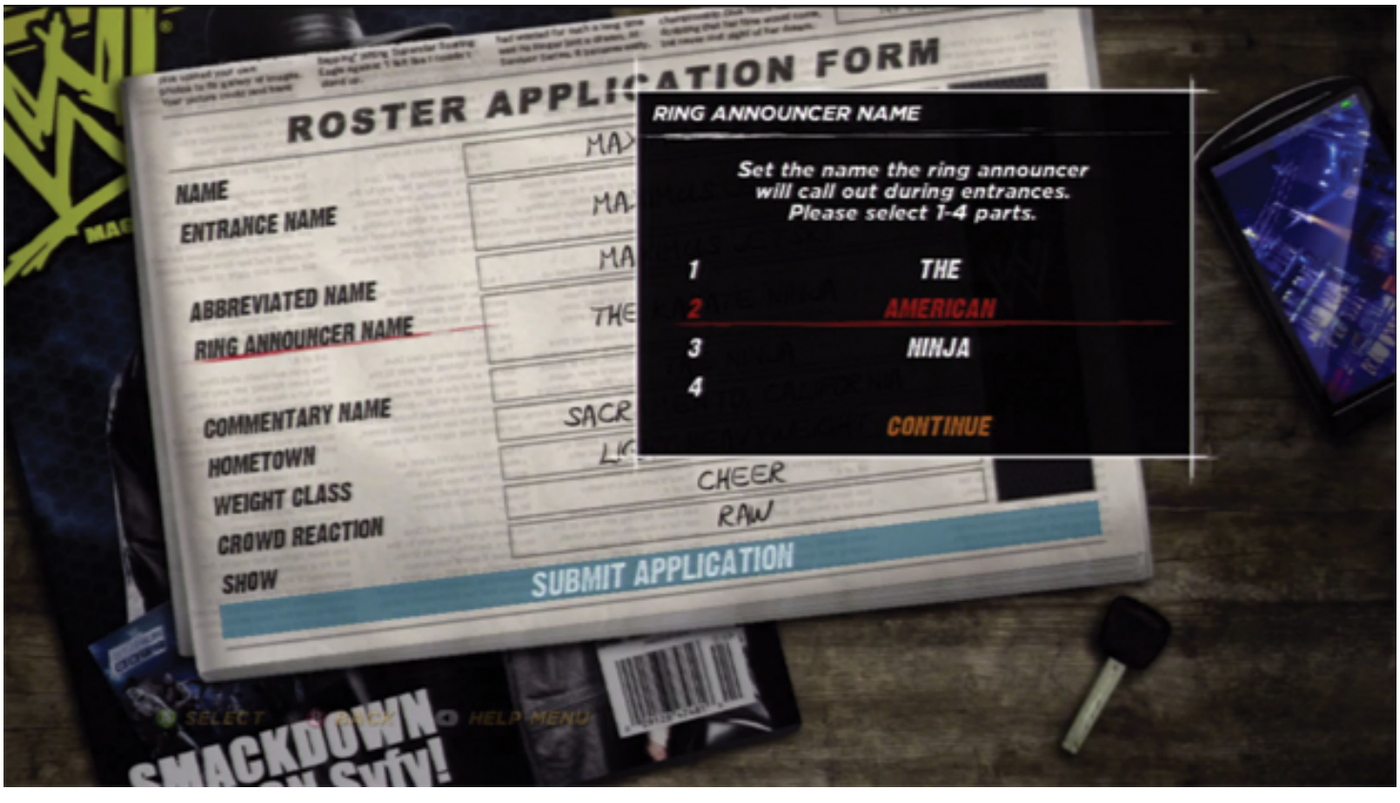
Menu Screen Pose and Crowd Signs

Choose the pose that will show up in the menu. You can also choose signs for the crowd that will represent you!

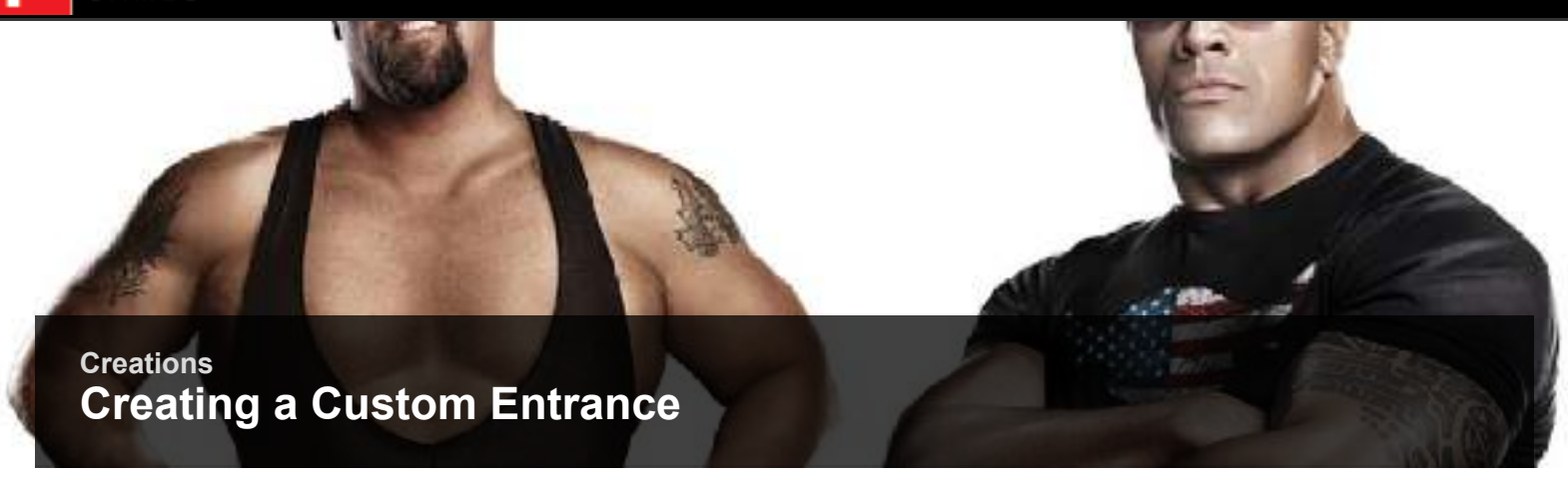
Abilities and Attributes

Here choose your attributes and abilities. We chose Hammer Throw, Comeback, Move Thief, Leverage Pin, and Ring Escape as our abilities. After sliding all the attribute sliders to the maximum for a light heavyweight, our overall rating was 100.

Finalize



In the Finalize screen you'll complete your Roster Application Form. You can create your Superstar name and an abbreviated name, and also choose from a list of nicknames the announcers will say during your matches. Select your cheers or boos, and finally what show you're a part of: Raw, SmackDown, NXT, etc.



Creations

Creating a Custom Entrance

Creating a custom entrance allows you to select the animations, what's playing in the background, and the music your Superstar rocks.

Motion

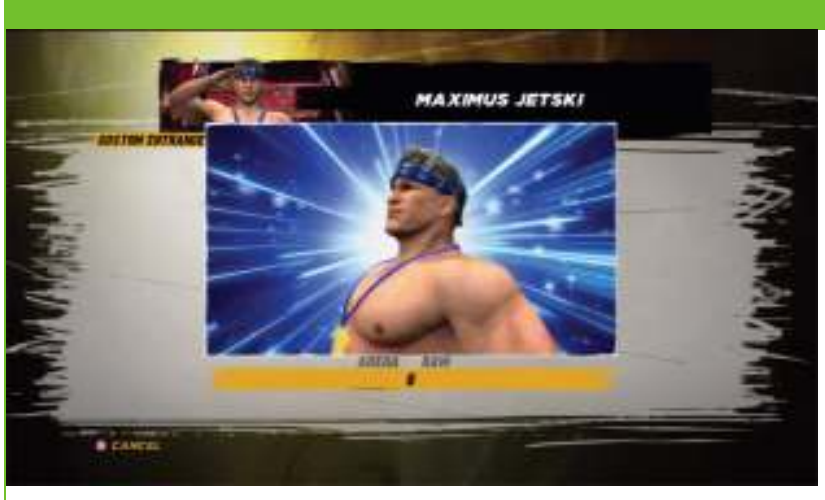
Champion entrance

Multi-title entrance

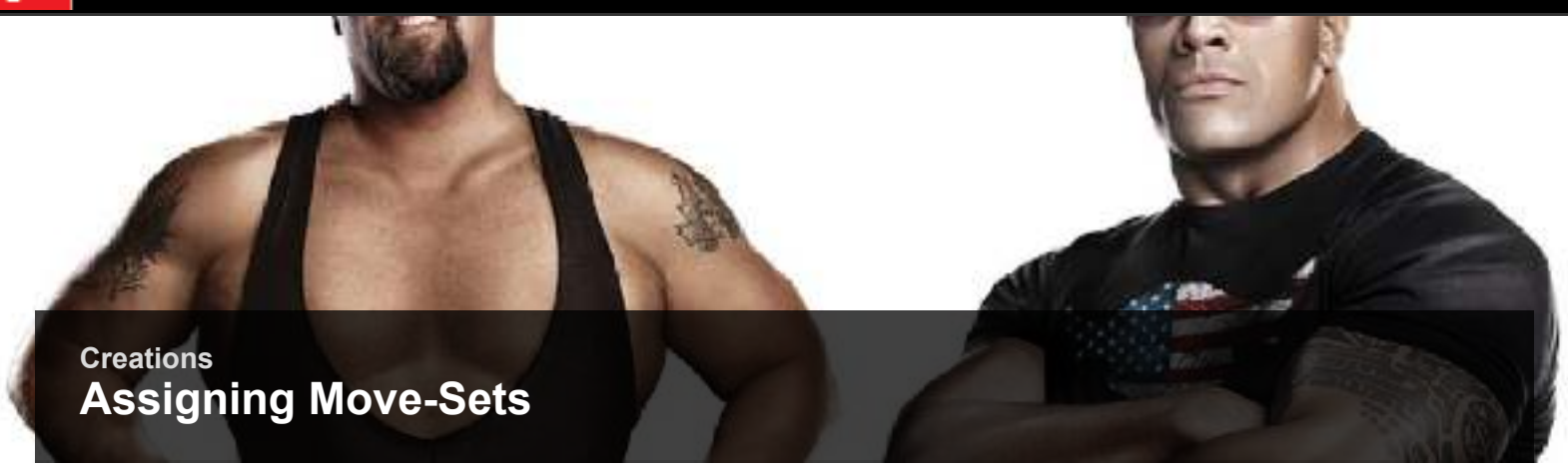
Movie

Music

Custom Entrance Movie



Create a custom entrance movie by selecting a theme and font color, then writing video text. Your movie will be created and playing on the screen behind your Superstar when he or she walks down the ramp. Get creative; there are 28 themes to choose from.

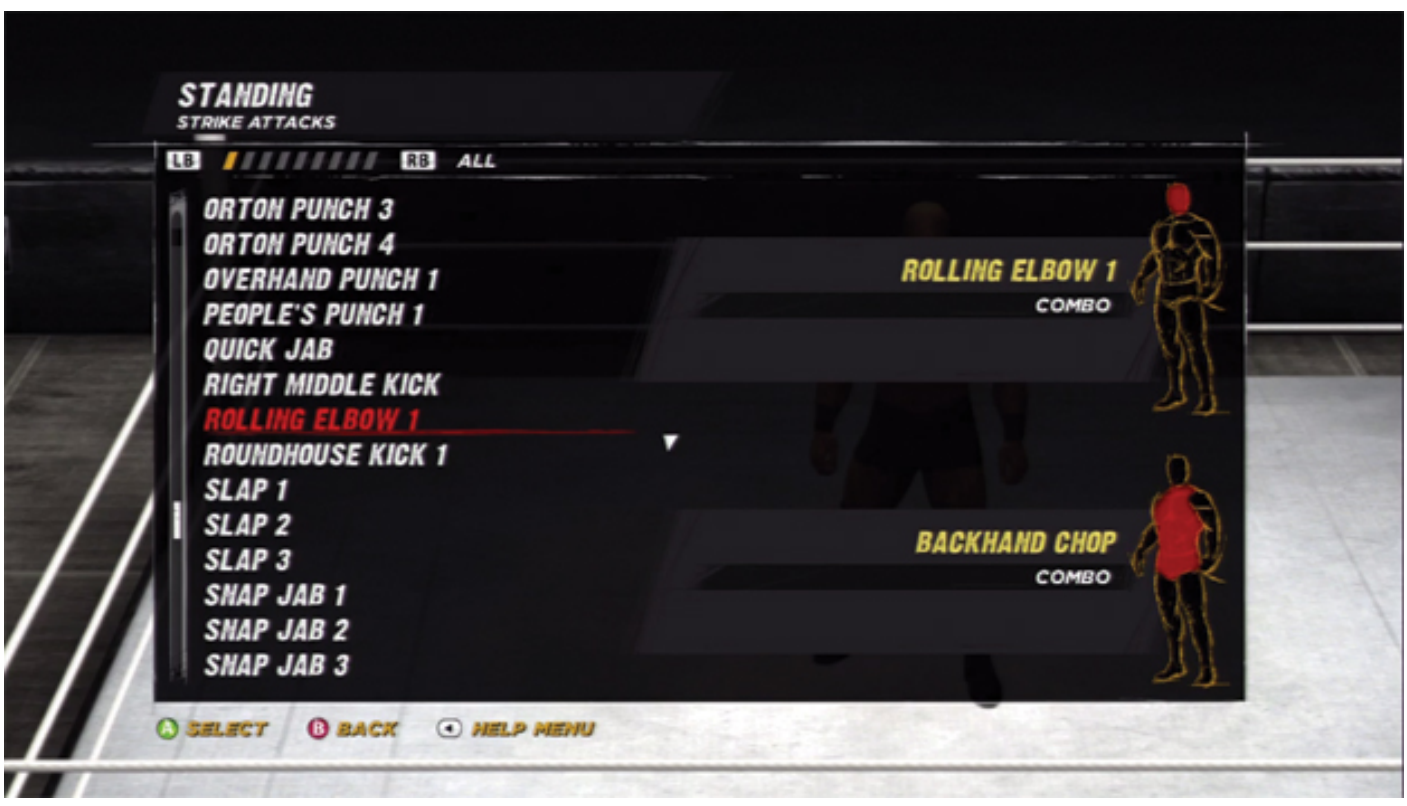


Creations

Assigning Move-Sets

This menu plays host to countless moves, and you have over 160 moves to assign, from how you climb onto the apron and into the ring to running attacks at opponents outside the ring. This is also where you can choose abilities, Signatures, and Finishers.

Moves



Scroll through the available strikes and throws, and assign them to button presses. Take note of the body diagram on the bottom-right of the screen to see what part of the body the move will damage.

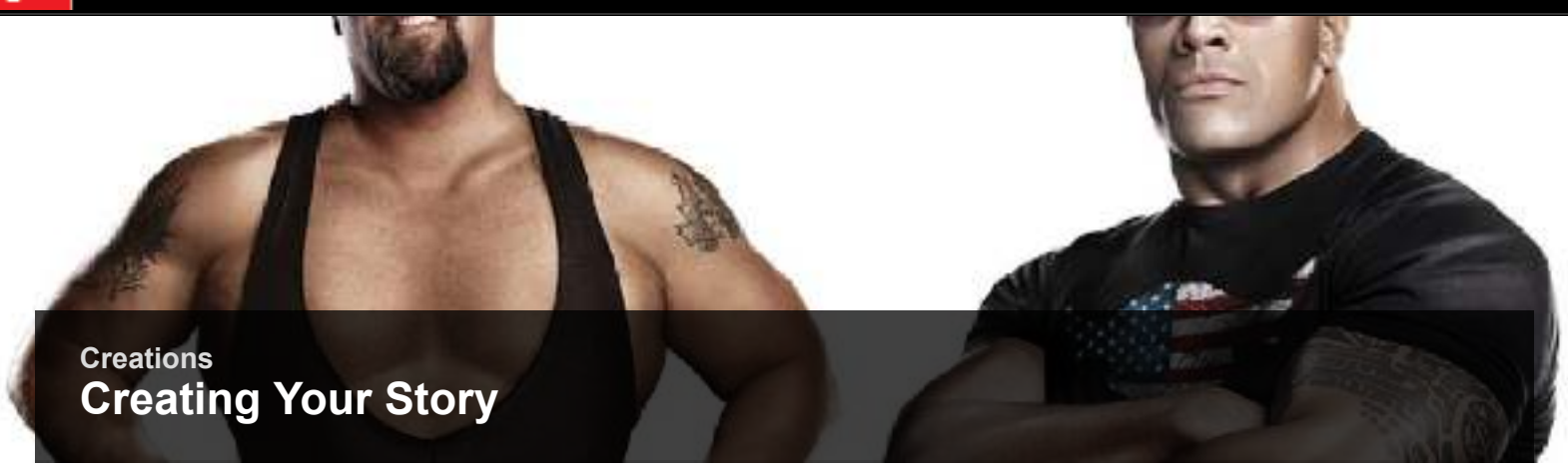
Tip

Use this area to get to know the Move-Sets of Superstars. You can review all the directional throws and also what moves damage each area of your opponent's body.

Creating a Custom Finisher Move

Create a custom Finisher by linking together up to 10 moves in the editor. You can create a move from the front grapple, the top rope, and the opponent in the corner positions. Select moves and adjust the speed with the shoulder buttons on the controller.

Select Finish when you're done and choose a name from 81 prerecorded names the announcers will say when you launch the attack, or you can type in an original name.



Creations

Creating Your Story

Use the calendar.

Add cutscenes.

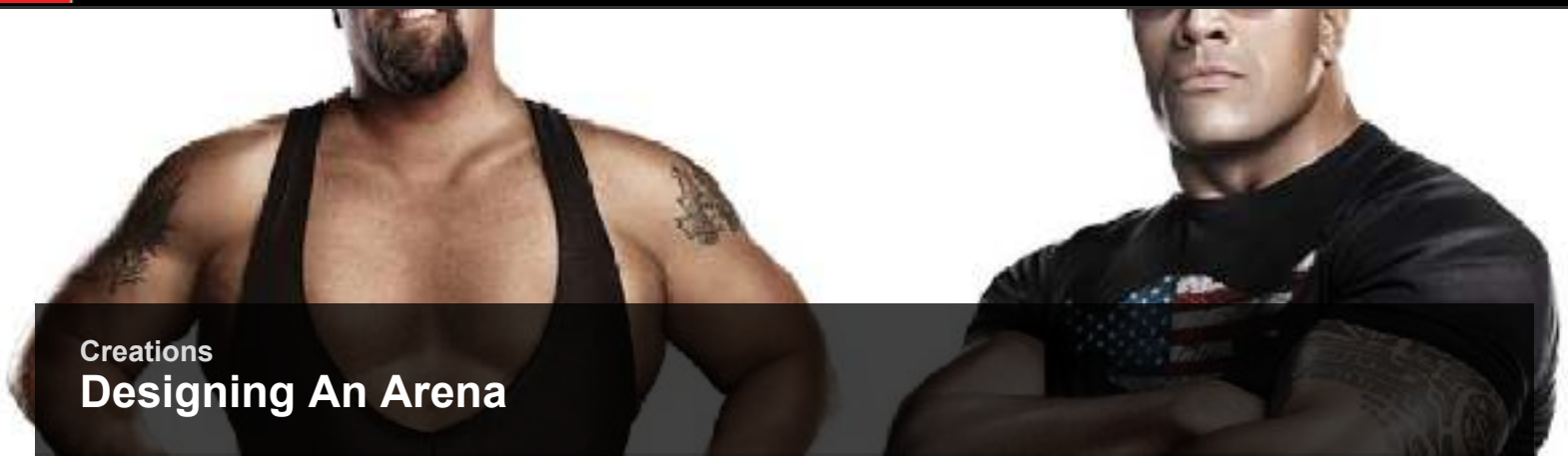
Add matches.

Note

Save time! You can connect a USB keyboard instead of using the on-screen keyboard to type your dialogue.

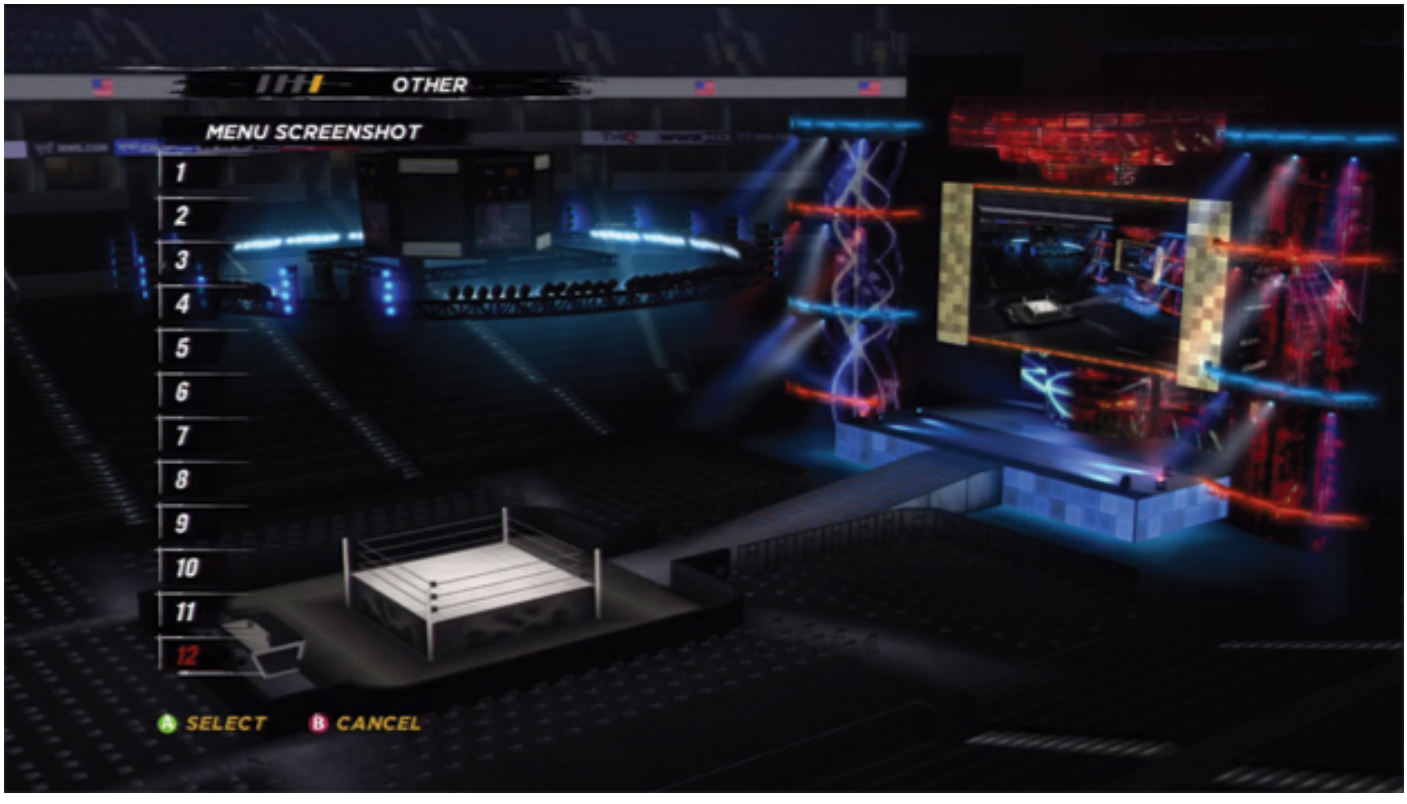
Create a story and share it online. There's an in-game tutorial that will walk you through the basics, but essentially you'll create your story by adding "moments," which are either cutscenes or matches. The creation process begins with the monthly calendar of shows and ends with a pay-per-view event.

Create your linear or branching (which responds to match outcomes) storylines and move through the months.

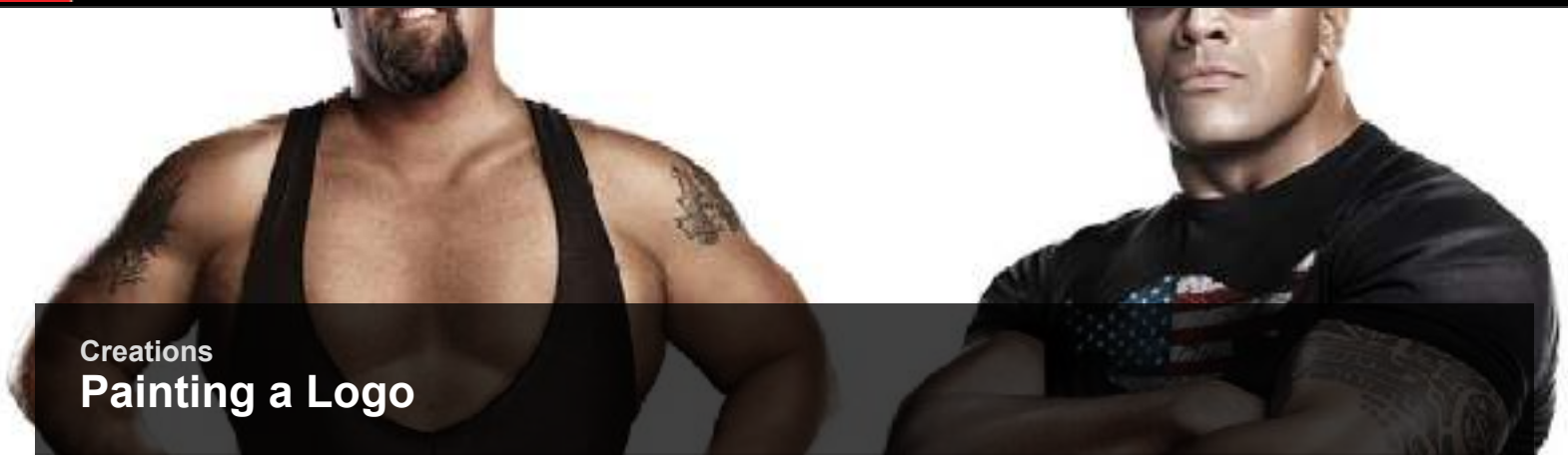


Creations

Designing An Arena

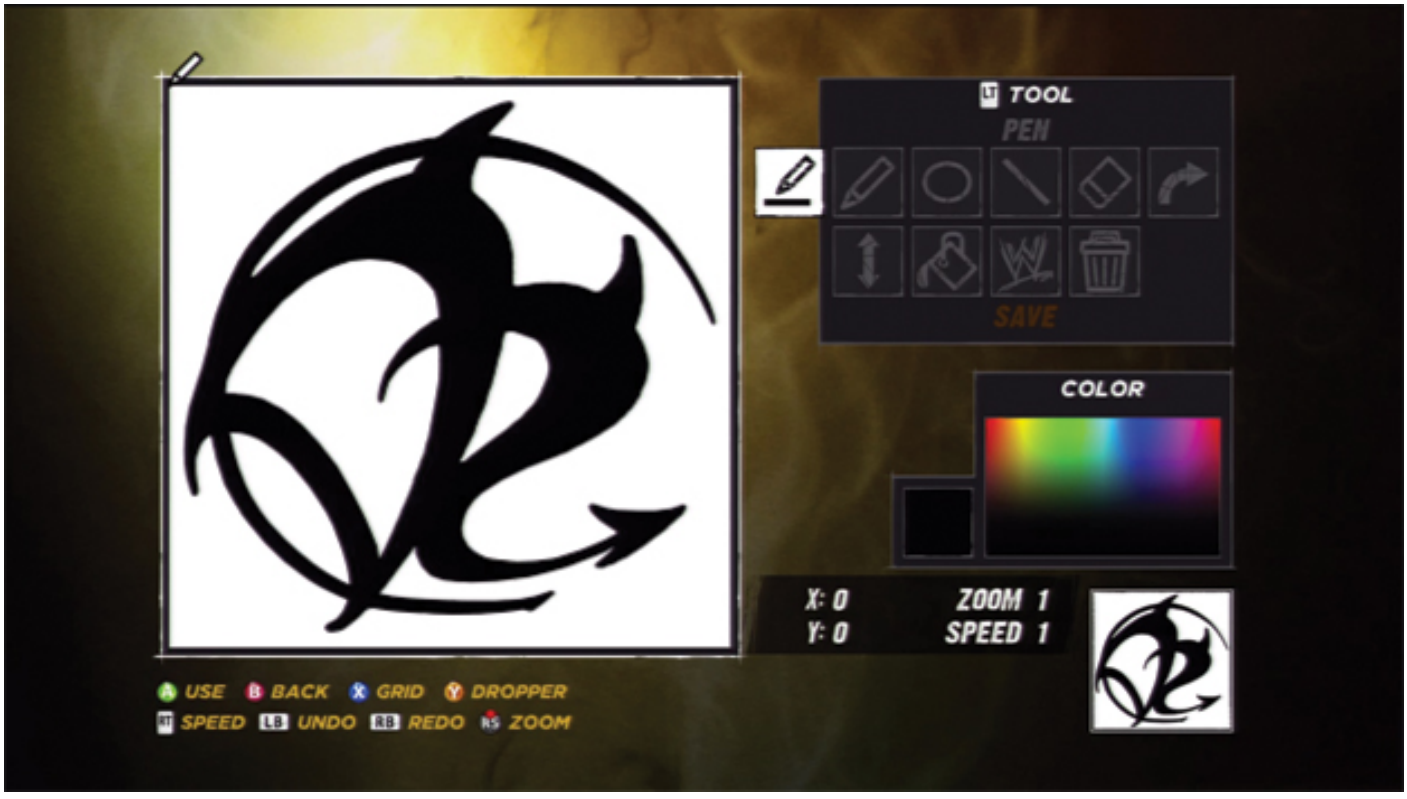


In the Create Arena editor, you can design the ringside, the electronic billboard, and the ring itself, right down to the turnbuckle pads. Just as in the Superstar editor, you can manipulate all the template layers—colors and designs. Share your arena with the world and upload it.

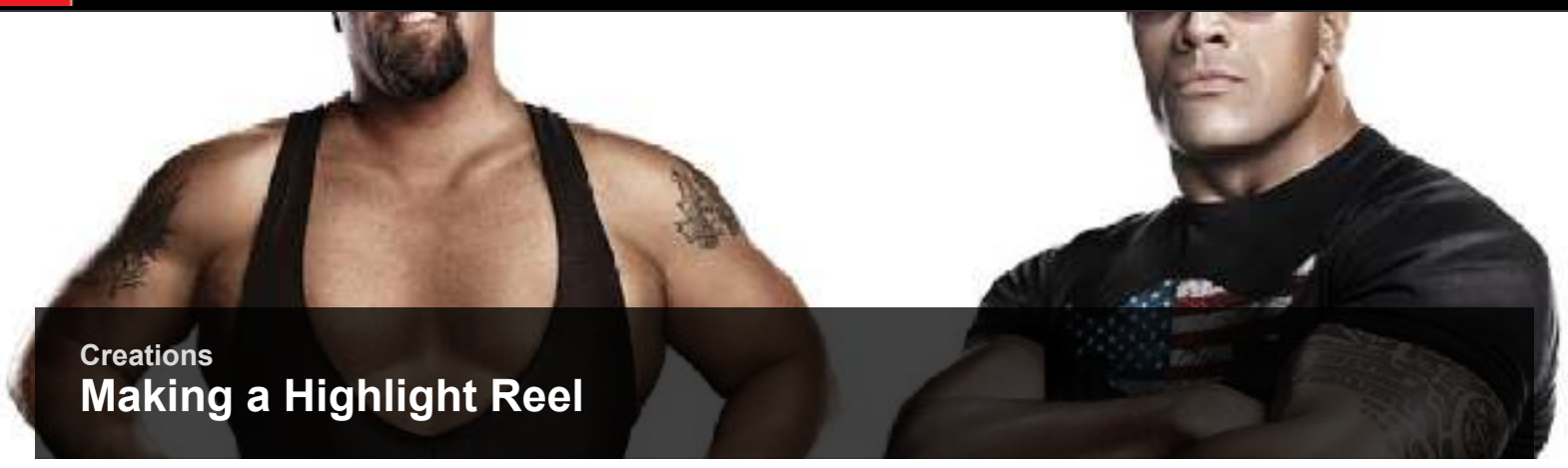


Creations

Painting a Logo



This is an retro-style pixel paint editor that allows you to make custom logos. Use the canvas and the design tools to design 128 × 128 or 256 × 256 pixel logos.



Creations

Making a Highlight Reel

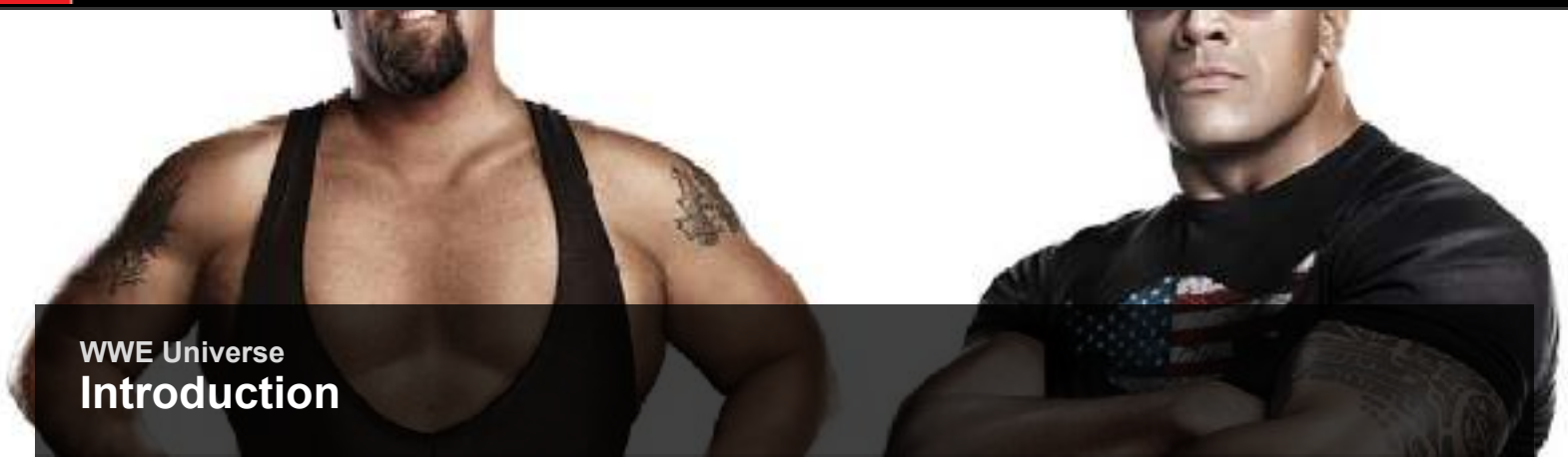
Use the in-match Pause menu's Highlight Reel editor to save clips to use later.

The Highlight Reel editor under Creations allows you to make a custom highlight reel from a match's highlights.

In order to make a custom highlight reel, two steps must occur. Save clips to your highlight reel as they happen, and edit them together under Creations.

When you save your highlights, you have the option to change the camera angle or move to a "free" camera mode that allows you to use the analog sticks to move the camera around.

Save the clip to a save slot and it will be available when you go to create your highlight reel. Use the editor to add effects, graphics, and filters, as well as trim video and add audio.

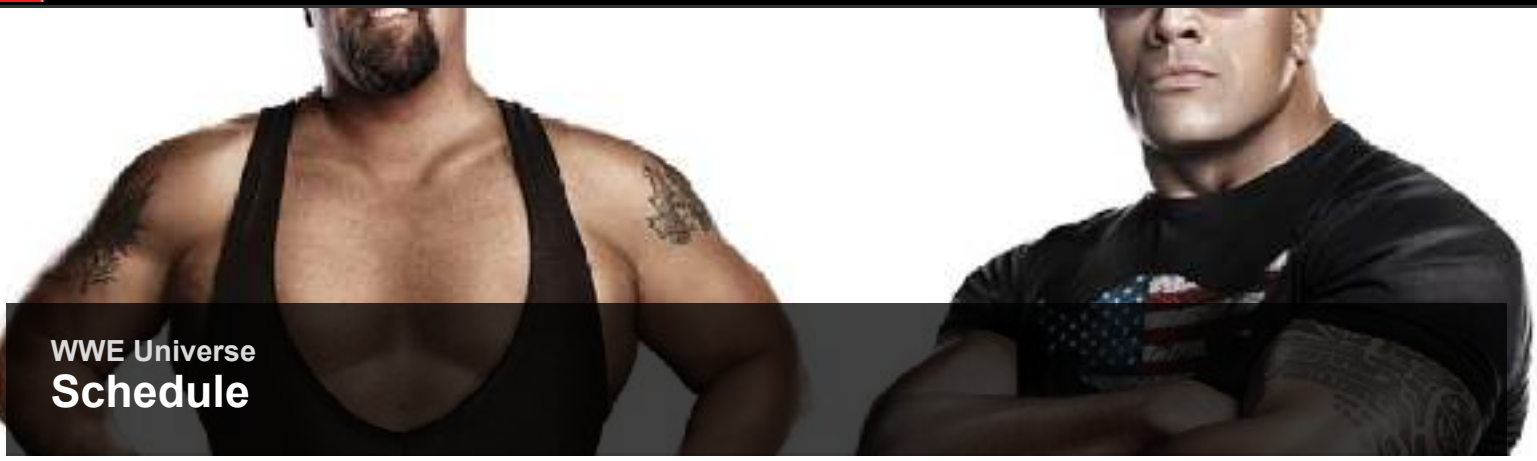


WWE Universe
Introduction

This is truly the “season” mode for sports-entertainment sim game fans. If you are one of those gamers who methodically play every minute of every match, this mode will host hours and hours of gameplay fun for you. The really cool feature of this mode is your ability to simulate or play each match, regardless of Superstar. You don’t necessarily choose one Superstar to “be”—you can be anybody, six anybodys, or everybody .

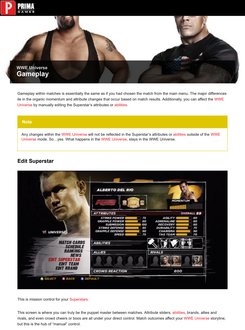
Also, if you decide halfway through your Universe that you want to take the reins of a different Superstar you’ve yet to control, you can select the new one and even choose to play against the Superstar you were perhaps working with before. The WWE Universe is fully customizable.

As far as how the WWE Universe differs from the other modes: Basically the Momentum system is expanded and carries over from match to match based on wins and losses, the Superstars are customizable, and you will gain rivals and allies (and can interfere in matches in dramatic fashion) based on how the Universe plays out. You choose your own story path and the AI will respond.



WWE Universe
Schedule

The WWE Universe encompasses a year-long calendar starting in April that culminates with WrestleMania XXVII at the end of the next March. You can manage the Superstars at any point, and customize the matchups and match types. Every week there are three shows (Raw, WWE Superstars, and SmackDown) and at least one different pay-per-view event per month. So you'll get the chance to run the gamut of match types. After you complete the year, the next season begins!



WWE Universe

Gameplay

Gameplay within matches is essentially the same as if you had chosen the match from the main menu. The major differences lie in the organic momentum and attitude changes that occur based on match results. Additionally, you can affect the WWE Universe by manually editing the Superstar's attributes or abilities.

Note

Any changes within the WWE Universe will not be reflected in the Superstar's attributes or abilities outside of the WWE Universe mode. So...yes. What happens in the WWE Universe, stays in the WWE Universe.

Edit Superstar

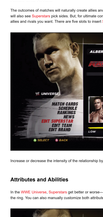
This is mission control for your Superstars.

This screen is where you can truly be the puppet master between matches. Attribute sliders, abilities, brands, allies and rivals, and even crowd cheers or boos are all under your direct control. Match outcomes affect your WWE Universe storyline, but this is the hub of "manual" control.

Momentum

On the Edit Superstar screen, you'll notice a Momentum meter at the top, underneath the Superstar's picture. This rating is dependent on how the Superstar is performing at any given time. Take a few losses and the meter will fall. Put together some solid wins and you'll see the momentum grow.

Brand and Title



This is one of two places to edit brand affiliations. If you want to edit brand by each Superstar, go to the Edit Superstar screen and click on the brand of your liking. And a title is the Superstar by selecting a title from the inventory. If the Superstar has more than one title championship at a time, the picture will cycle between all held championships.

Note

Use the Edit Brand screen from the main WWE Universe menu to quickly manage the entire roster of Superstars affiliated with each brand.

Allies and Rivals

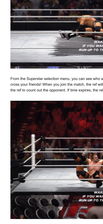
The outcomes of matches will naturally create allies and rivals within the flow of gameplay. Choosing to interfere in matches will also see Superstars pick sides. But, for ultimate control you can go right into the Edit Superstar screen and select the allies and rivals you want. There are five slots to insert Superstars into in both the allies field and the rivals field.

Increase or decrease the intensity of the relationship by selecting the spot along the intensity meter to place the ally or rival.

Attributes and Abilities

In the WWE Universe, Superstars get better or worse—they get a serious attribute adjustment based on their performance in the ring. You can also manually customize both attributes and the Superstar abilities.

Big Show sees his attributes improve +2 with his momentum. Fans cheer him.



Christian has lost momentum. He's hearing boos and he has seen his attributes drop by -2.

Here you can check out the work the Superstars have been doing in the ring. But, to give the player total control, the ability to manipulate the slider bars from this screen is an option.

We just made CM Punk even more awesome in our WWE Universe.

Select the attribute and adjust the slider to increase that attribute to the maximum allowable threshold; you can make any Superstar's overall rating 100.

There are still some limits, though. You're not going to be able to make Mark Henry the fastest guy in the ring or give Chavo Guerrero a 100 Strike Power rating. Each Superstar's attribute limit is tied to his weight class.

Note

See the "Superstar Weight Classes" table in the "Creations" chapter to check out the attribute limits for each weight class. Chavo only have one weight class.

Simulating Matches

As master of your domain you can simulate matches to expedite the schedule, but beware. You have to live with the results. There is no going back to the calendar to play or simulate any match again.

However, if you choose to physically play a match and then lose when you wanted to log a victory (grr...two-on-one Steel Cage Matches!), you can play a rematch until you get your desired result.

Clicking on a show or pay-per-view event on the schedule in the months ahead simulates all prior matches, and you'll be immediately transported to that event with whatever winnings and momentum occurred from the simulations.

Caution

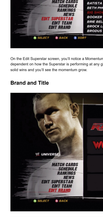
Again, simulations cannot be undone!

Interfering

Interfering in matches is a fun way to create allies and rivals, and to affect match outcomes. You can interfere in any regular match voted by the like "Attack #" in the Match Cards screen. When you interfere, you choose the Superstar you'd like to play as when you run down the ramp to interfere.

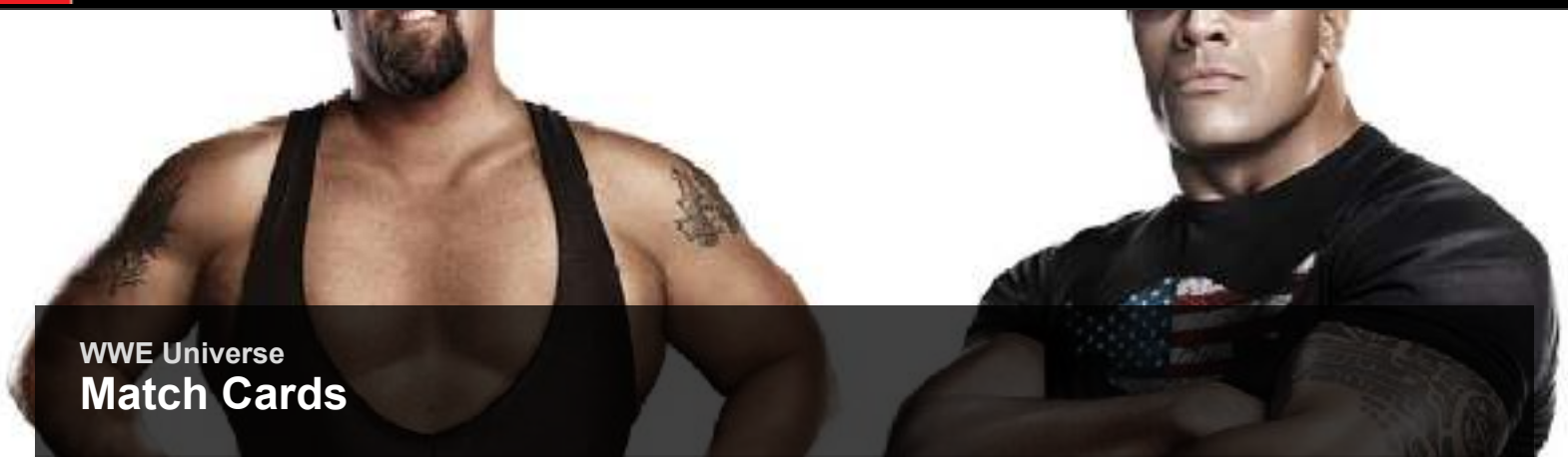
From the Superstar selection menu, you can see who are allies and rivals of each opponent, so you can help or even double-cross your friends! When you join the match, the ref will be knocked out and you have one minute to force a pin and wake up the ref to count out the opponent. If time expires, the ref will catch you in the act and call a draw.

Here, Triple H ducks Mason Ryan's grapple attempt and the referee gets knocked out. We chose CM Punk and are allied with Triple H as we join the fray. Instead of simply waking up the ref when our friend Triple H pins Mason Ryan, we kick Triple H off the pin.



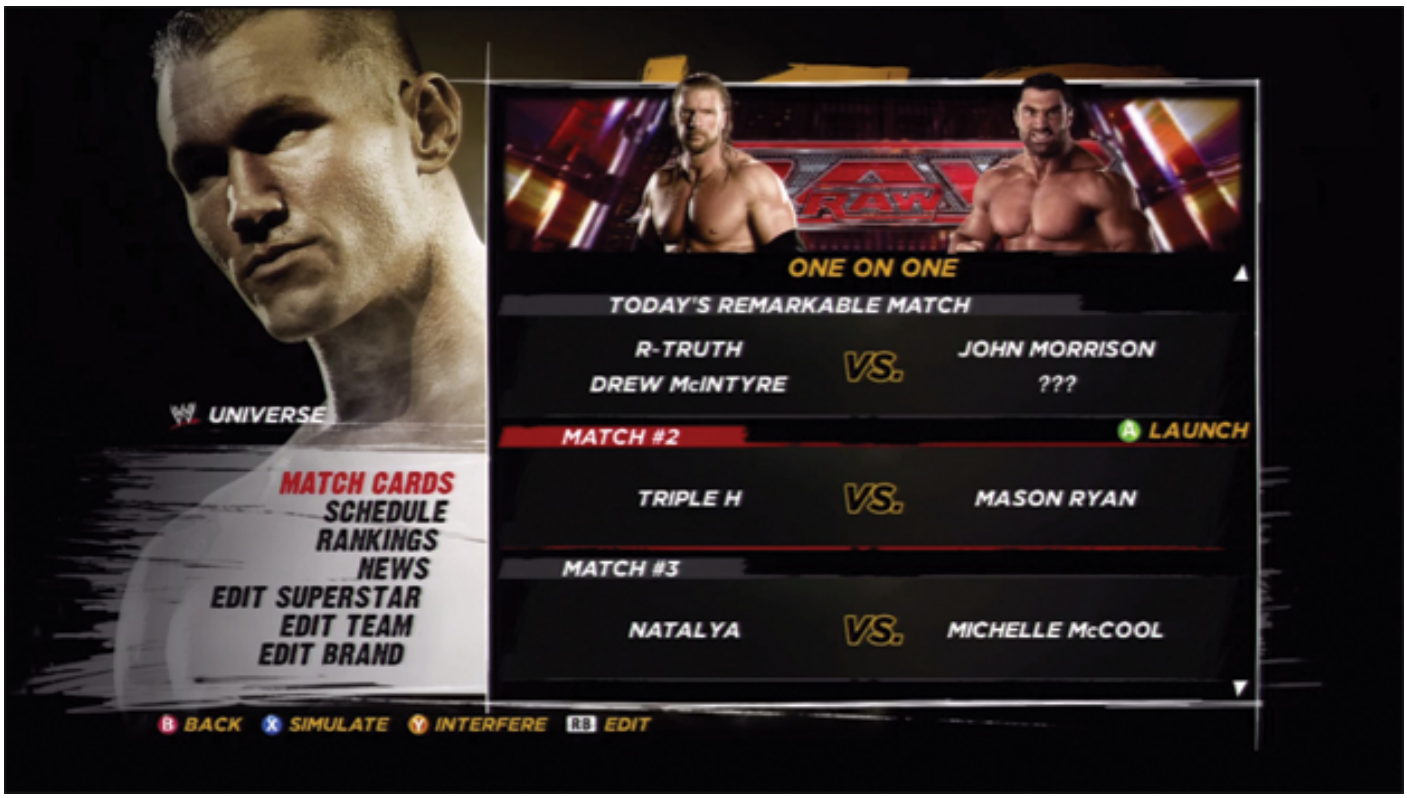
CM Punk double-crosses his ally and slams him to the ground, and then our old rival Mason Ryan jumps on Triple H for the pin. Now we move over to the ref and press the grapple button to wake up the ref, who then counts out Triple H! This is the WWE!

We can see in CM Punk's Edit Superstar screen that Triple H has moved from ally to rival in one deft double-cross. Yep, and Mason Ryan is now an ally. Sweet.



WWE Universe

Match Cards

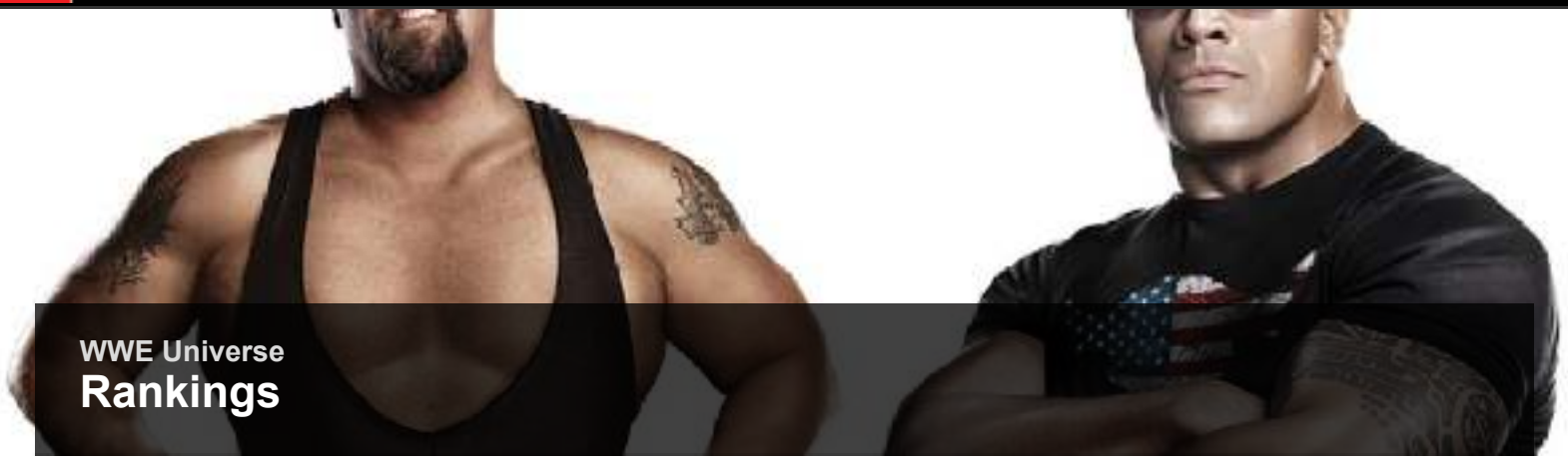


Once you select an event, you'll be taken to the Match Cards screen. Simulate, interfere with, or play each match to complete the event and move on to the next event on the schedule.

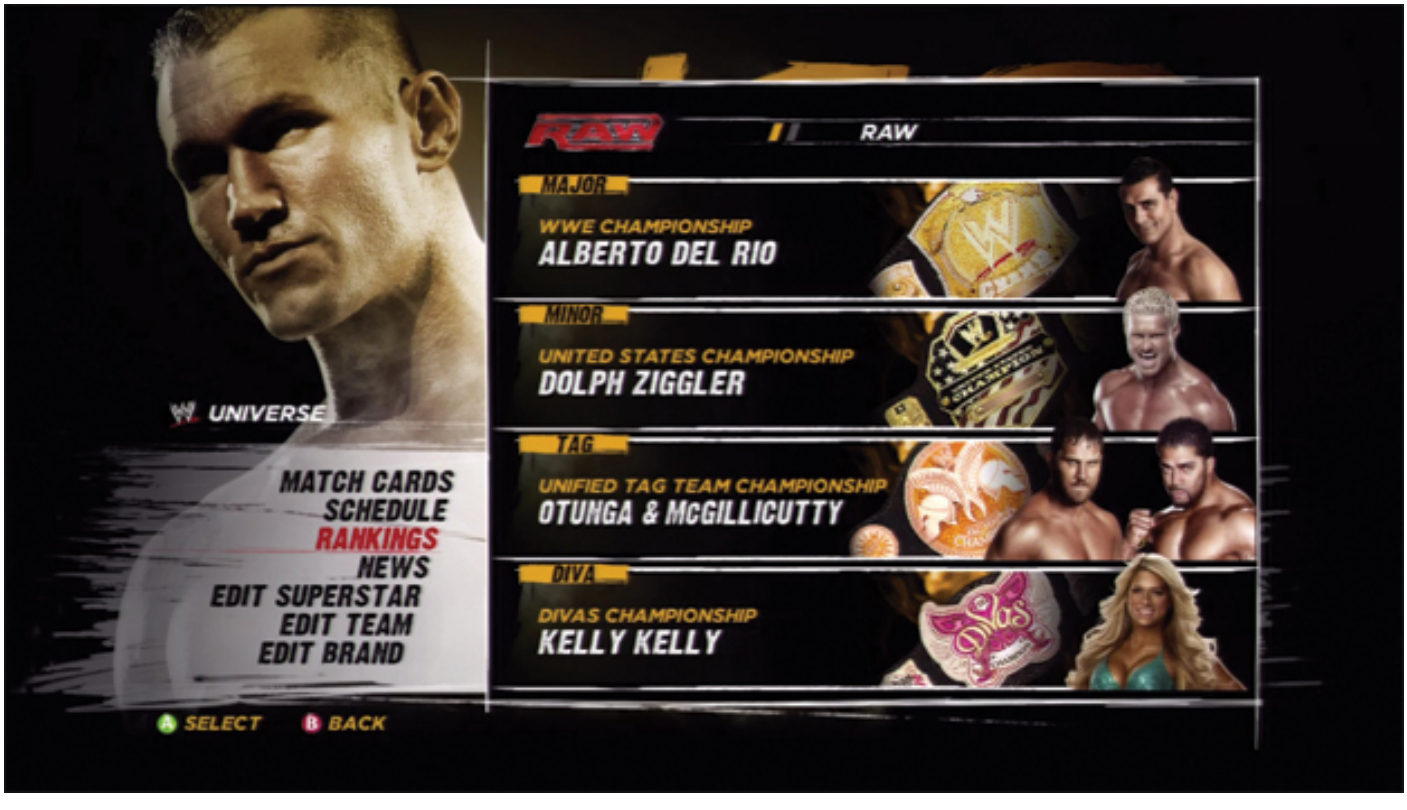
Customizing Participants or Customize Freely

If you don't like what you see for the event's Match Cards, you have the ability to change the participants or the match type itself. Want to hold an Iron Man Match? No problem, Selecting Customize Freely will take you to the WWE '12 menu and you'll select a match from there.

Every match type and Superstar (whomever you've unlocked, downloaded, or created) is available to use.



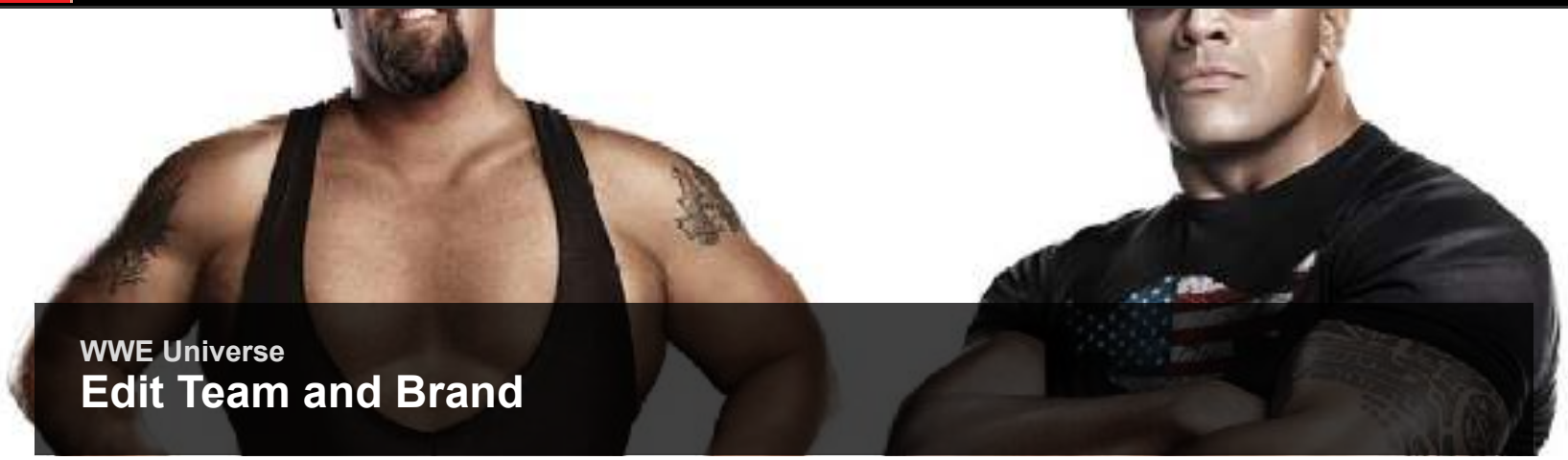
WWE Universe
Rankings



The Rankings screen shows you who's holding each of the big six championships: the WWE Championship, the World Heavyweight Championship, the Intercontinental Championship, the United States Championship, the Unified Tag Team Championship, and the Divas Championship.

Tip

You can award these titles instantly to a Superstar from the Edit Superstar screen. You can undo this by adding the title back to the Superstar who held it previously.



WWE Universe

Edit Team and Brand

Use this screen to edit or create a tag team or brand. From here you'll be transported to the Creations menu, where you can customize the Move-Set and entrance, and even pick a Team Announce name for tag teams.

For brands, you can add a custom logo, create a new brand name, and choose your roster.

Case Study: Undertaker and John Morrison's Universe!

When we really dove into the WWE Universe, it was interesting to see how the Superstars naturally evolved as the months passed.

We started out with most of our focus on wanting to take Undertaker to the WWE Championship.

About halfway through our season our lack of an attention span kicked in and we got excited about John Morrison.

We took him from relative non-contention for a title to owning the WWE Championship. Here's our story:

We started out the journey by selecting Superstars to play with and won a few early matches, interfered with some outcomes, and simulated a match here and there.

One of our favorites was Daniel Bryan vs. Mark Henry. Despite our love for the acrobatic Daniel Bryan, we played as Mark Henry and took the victory.

Undertaker vs. Ax was a fun match.

Sheamus and Kane battled. We finished Sheamus with a vicious Tombstone Piledriver.

Our Steel Cage Match as Undertaker against Christian and Mark Henry was epic. For a Triple Threat Match this sure seemed like a two-on-one.

We took the loss as Mark Henry was able to fight off our attempt to pull him off the cage and escape—with no help at all from Christian.

We interfered in a match between the WWE Championship holder Alberto Del Rio and John Cena. As Undertaker, we came in and the clock ran out on us. Alberto Del Rio retained the title from the draw.

Elimination Chamber: The WWE Championship Is Up for Grabs!

Here we chose to play as the “Prince of Parkour,” John Morrison.

We were the first pod released in the Elimination Chamber Match, so we got to mix it up with Jack Swagger and Rey Mysterio in relative peace for a minute before Shawn Michaels entered the match.

Thanks, Shawn Michaels. That’s our face.

Triple H and finally the champion, Alberto Del Rio, joined the match and heads started to roll.

Rey Mysterio was the first one out, followed quickly by our pin of Jack Swagger. Alberto Del Rio was the most fresh of all the Superstars in the ring and he ran circles around us…for the moment.

Triple H worked on Alberto Del Rio while we finished Shawn Michaels with a Flip Bottom to a pin.

Alberto Del Rio may have sealed his own fate when he saved us from Triple H's finisher.

Debt repaid. That's how we do it, Alberto Del Rio!

Flip Bottom on Triple H for the win! John Morrison is WWE Champion!

In our title defense match against Randy Orton, we chose to watch the match as the Royal Rumble winner Shawn Michaels.

He quickly interferes and finishes Randy Orton, so we retained the championship by default and he could have a crack at John Morrison and the title at WrestleMania.

WrestleMania XXVII: Defending Our Title!

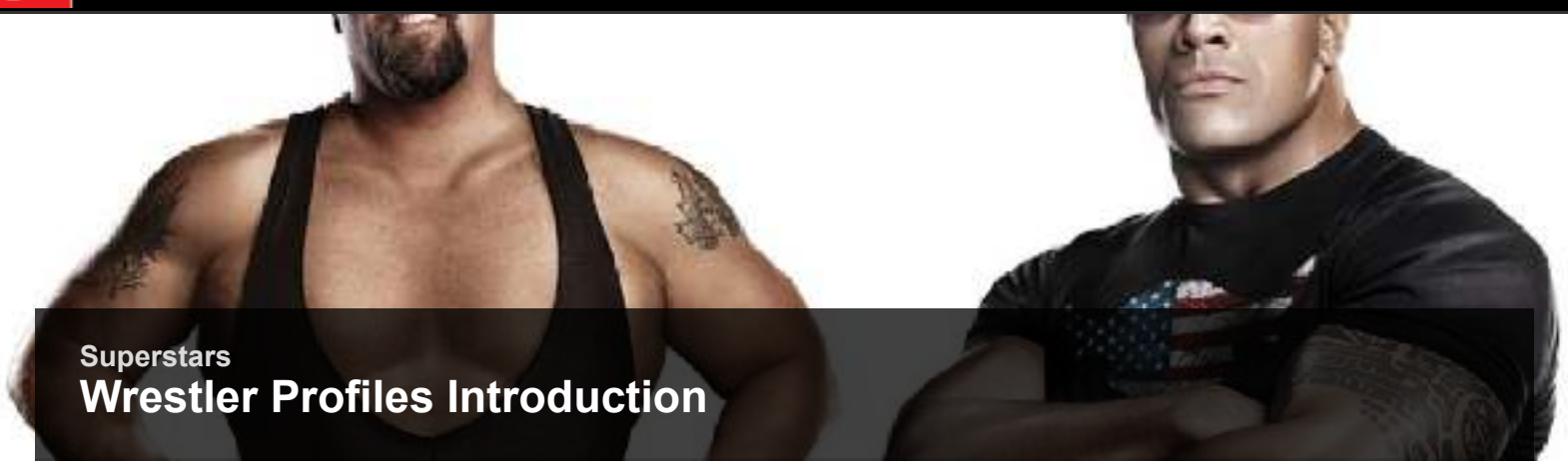
We threw Shawn Michaels a beating. Spinning kicks and high-flying boots off the top rope.

From this awesome reversal…

…straight into this Breaking Point Submission. Yeah. He tapped.

Winning!

John Morrison's success was very much reflected in his attributes. Check out all the green!



Superstars

Wrestler Profiles Introduction

Welcome to the Superstar profile pages. Each profile includes the attributes and default abilities assigned to each Superstar, along with their Signature moves, Finishers, and an official WWE bio.

While playing as each Superstar in the game, we analyzed their Move-Sets, attributes, and abilities from an in-ring perspective. We recorded our experiences and went back to the data to formulate our breakdowns of each Superstar.

The first 62 Superstars profiled here come with the game and are either immediately available to play or are unlockable. For unlockable Superstars, reference the "Unlockables, Achievements, and Trophies" chapter of this guide to identify how to unlock these Superstars.

You can access the Move-Set for each Superstar from the Creations menu.

For the first time ever, we are including the DLCs (downloadable characters) in this section! The last 5 Superstars in this chapter carry the DLC tag and can be added to your WWE '12 roster with a quick visit (and points) to the WWE Shop from the main menu.

WWESHOP.COM
LB
RB AXXESS PASSES
FAN AXXESS
Downloaded
ONLINE AXXESS
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W'12
FAN AXXESS
FAN AXXESS
Downloaded
Fan Axxess is premium content for the ultimate WWE fan. With its purchase you get the All Unlockables and WWE Superstar Attribute Customizer. Fan Axxess is also a discounted pre-payment for all future WWE '12 downloadable content. Please note: This purchase does not include Online Axxess, The Miz's Awesome Attires, or WWE Superstar The Rock Visit wwe.thq.com for more details.
RS
SELECT
BACK

Visit the WWE Shop to expand your WWE '12 inventory.

The WWE Shop offers DLCs, extra attire, and full fan packages to further trick out your WWE '12 experience. In the game, you can add to or edit the abilities of every Superstar, and fully edit their Move-Sets from the Creations screen.

In this chapter, we cover the Superstar attributes, abilities, and moves as they arrive out of the box.

Tip

Customize your experience: Download the Superstar Attribute Customizer from the WWE Shop to open up your ability to manage Superstar attributes for every WWE Superstar.

Of course, you have full control of the sliders within the WWE Universe mode, but not in regular matches from the main menu.

Make the little adjustments to give your favorite Superstars the edge, or follow along with the real-life WWE as Superstars fall in and out of favor, and take prominence on the WWE stage.

Superstars
Alberto Del Rio

Stats

Height: 6'5"
Weight: 263 pounds
Weight Class : Heavyweight
From: San Luis Potosi, Mexico
Career Highlights: WWE Champion;
Royal Rumble winner (2011);
Raw Money in the Bank winner (2011)

Attributes

Strike Power: 75
Grapple Power: 80
Submission: 100
Strike Defense: 85
Grapple Defense: 90
Speed: 75
Agility: 80
Adrenaline : 80
Recovery: 80
Durability : 75
Charisma : 90
Tag Team: 70
Overall: 89

Abilities

Hammer Throw
Resiliency
Leverage Pin
Ring Escape

Signature Moves

Step Up Enzuigiri 3

Situation: Running

Finishers

Cross Armbreaker

Situation: Irish Whip rebound or standing front

Cross Armbar

Situation: Grounded opponent near upper body

Bio

Alberto Del Rio came to WWE from the Mexican elite. A Superstar of tremendous society stature and culture, he has been linked to the bloodline of Spanish royalty through Ferdinand and Isabella.

Everything about him, from his education to his sense of honor and his very appearance, exudes an image of carefully calculated majesty. He is, in every sense of the word, a Superstar of boundless means.

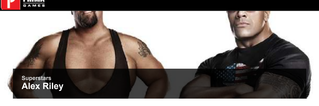
With pure aristocratic arrogance, Del Rio chose to make his WWE debut in the summer of 2010 by interrupting and insulting Rey Mysterio on SmackDown. Later that night, Del Rio stunned the WWE Universe by making the two-time World Champion tap out in his first WWE match!

Alberto Del Rio clearly prides himself on excellence. Armed with talent that appears to match his superior attitude, his zest for the finer things in life makes him destined for in-ring glory.

Breakdown

Alberto is your submission guy for sure. Between a 100 Submission rating and 90 for Grapple Defense, don't be afraid to get close and grapple, then break down your opponent's arms by using the Limb-Targeting System and get him to critical damage for an easy tap out with his Cross Armbreaker Finisher.

Taunt early and often to take advantage of his 90 Charisma rating and boost that momentum.



Superstars
Alex Riley

Stats

Height: 6'2"
Weight: 251 pounds
Weight Class: Heavyweight
From: Washington, DC

Attributes

Strike Power: 70
Grapple Power: 75
Submission: 65
Strike Defense: 65
Grapple Defense: 65
Speed: 75
Agility: 73
Adrenaline: 80
Recovery: 70
Durability: 70
Charisma: 75
Tag Team: 75
Overall: 78

Abilities

Hammer Throw
Move Thief
Breakdown

Playing as Alex Riley will definitely serve as a true barometer for your in-ring skills.

He is on the middle to lower end of the spectrum attribute-wise in almost every category. With 65s in the defense department, it will prove more difficult to reverse moves, but he does have the Move Thief ability.

Steal your opponent's Finishers and taunt to work up your momentum.

Signature Moves

Back Suplex Side Slam 3

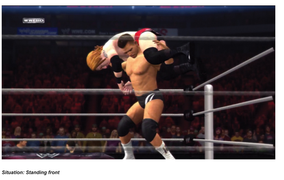
Situation: Standing behind

Michinoku Driver 1

Situation: Standing front

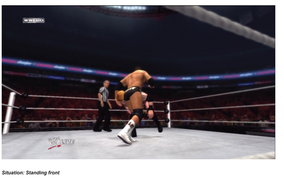
Finishers

Hawaiian Smasher



Situation: Standing front

Edgecution 1



Situation: Standing front

Bio

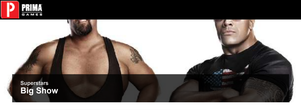
Does his hair look all right? Of course it does. If there is one thing that can be said about Alex Riley, he clearly is not lacking in confidence. The son of a former Miss Virginia and an ESPN sportscaster, Riley describes himself as a "rare breed."

Indeed, after earning bachelor's degrees in economics and communications from Boston College, he knows exactly what he's worth and never hesitated to communicate it to the WWE Universe during the second season of WWE NXT.

Riley finished an impressive third place in the competition before following The Miz to Raw, first as his apprentice, then later as his Vice President of Corporate Communications.

In the employ of The Miz, Riley cultivated his affinity for winning at all costs—an attribute that proved useful once he defiantly severed his ties with The Awesome One and set out on his own.

Few NXT Rookies burst from WWE NXT with as much potential as Alex Riley, a truly charismatic Superstar poised for greatness.



Superstars
Big Show

Stats

Height: 7'0"
Weight: 485 pounds
Weight Class: Super Heavyweight
From: Tampa, FL
Career Highlights: WWE Champion; ECW Champion; WCW Champion; World Tag Team Champion; WWE Hardcore Champion; United States Champion; Unified WWE Tag Team Champion; WWE Tag Team Champion

Attributes

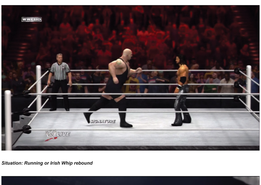
Strike Power: 100
Grapple Power: 100
Submission: 85
Strike Defense: 75
Grapple Defense: 80
Speed: 45
Agility: 40
Adrenaline: 65
Recovery : 75
Durability: 100
Charisma: 90
Tag Team: 95
Overall: 92

Abilities

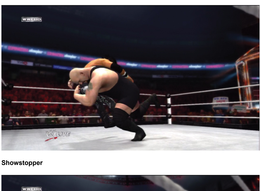
Hammer Throw
Resiliancy

Signature Moves

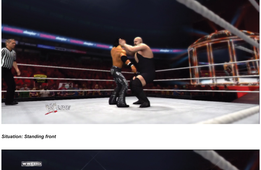
Spear 1



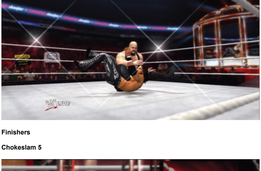
Situation: Running or Irish Whip rebound



Showstopper

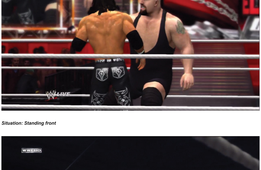


Situation: Standing front



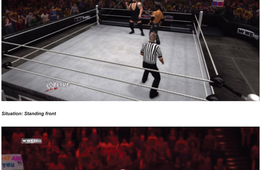
Finishers

Chokeslam 5

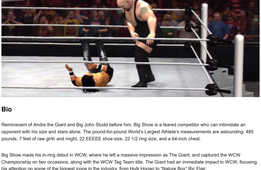


Situation: Standing front

W.M.D.



Situation: Standing front



Bio

Reminiscent of Andre the Giant and Big John Studd before him, Big Show is a feared competitor who can intimidate an opponent with his size and stare alone. The pound-for-pound World's Largest Athlete's measurements are astounding: 485 pounds, 7 feet of raw girth and might, 22 EEEEE shoe size, 22 1/2 ring size, and a 64-inch chest.

Big Show made his in-ring debut in WCW, where he left a massive impression as The Giant, and captured the WCW Championship on two occasions, along with the WCW Tag Team title. The Giant had an immediate impact in WCW, focusing his attention on some of the biggest icons in the industry, from Hulk Hogan to "Nature Boy" Ric Flair.

In 1999, the mighty giant became a worldwide star upon signing with WWE. He continued to collide with Superstars of great renown and captured countless titles, including the WWE Championship. From Stone Cold Steve Austin to The Rock to Undertaker to Triple H, Big Show has battled and manhandled the top names in all of WWE.

In the years that followed, no Superstar on the roster could stand toe-to-toe with Big Show feeling anything close to confident, and with good reason.

Using his incredible size to utterly manhandle even the most seasoned combatants, Big Show found success wherever he went, whether it be Raw, SmackDown, or ECW.

Among his myriad accomplishments, Big Show became the first Superstar in history to capture the WWE, WCW, and ECW Championships when he conquered The Land of the Extreme in 2006.

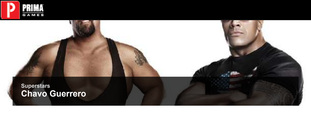
Although he is known to display his talent outside the ring, including a comedic turn in WWE Studios' Knucklehead, this titanic warrior is all business when he steps through (or in his case, over) the ropes. He's armed with a mighty Knockout Punch and a vast array of high-impact maneuvers, and there is not a Superstar on the roster who can intimidate Big Show.

Breakdown

What can you say about Big Show? You're not going to win any foot races, but with 100 ratings in Grapple Power and Strike Power, he can move opponents to critical damage states outside the ring in just two moves.

Taunt and get your Signature move and he can store up to three Finishers with his 90 Charisma. Big Show is an absolute beast to submit with 100 Durability. His Overall rating is as low as 92 only because his Speed and Agility are the game's worst at 45 and 40, respectively.

If he was still slow but in the 50s or 60s, he'd easily be the highest-rated Superstar in the game.



Superstars
Chavo Guerrero

Stats

Height: 5'9"
Weight: 215 pounds
Weight Class: Light Heavyweight
From: El Paso, TX
Career Highlights: ECW Champion; Cruiserweight Champion; WWE Tag Team Champion

Attributes

Strike Power: 60
Grapple Power: 70
Submission: 70
Strike Defense: 60
Grapple Defense: 60
Speed: 75
Agility: 85
Adrenaline: 60
Recovery: 65
Durability: 65
Charisma : 70
Tag Team: 80
Overall : 76

Abilities

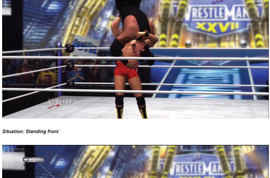
Dirty Pin
Outside Dives
Ring Escape
Springboard Dives

Signature Moves

Triple Rolling Suplex

Situation: Standing front

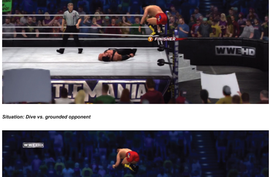
Brain Buster



Situation: Standing front

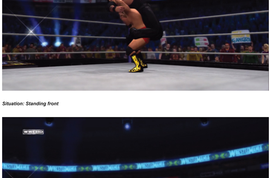
Finishers

Frog Splash 1

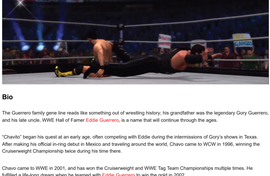


Situation: Dive vs. grounded opponent

Gory Bomb 1



Situation: Standing front



Bio

The Guerrero family gene line reads like something out of wrestling history; his grandfather was the legendary Gory Guerrero, and his late uncle, WWE Hall of Famer Eddie Guerrero, is a name that will continue through the ages.

"Chavito" began his quest at an early age, often competing with Eddie during the intermissions of Gory's shows in Texas. After making his official in-ring debut in Mexico and traveling around the world, Chavo came to WCW in 1996, winning the Cruiserweight Championship twice during his time there.

Chavo came to WWE in 2001, and has won the Cruiserweight and WWE Tag Team Championships multiple times. He fulfilled a life-long dream when he teamed with Eddie Guerrero to win the gold in 2002.

Following the tragic passing of Eddie in November 2005, Chavo has dedicated every match to his late uncle and adopted Eddie's signature Frog Splash as his own finishing maneuver.

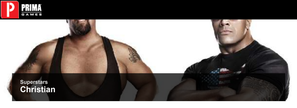
In 2008, the self-proclaimed "Mexican Warrior" aggressively pursued CM Punk's ECW Championship, leading to Guerrero's greatest triumph: an ECW title reign.

No matter who he is with or against, Chavo is loyal to his bloodline and a proud member of one of the most celebrated families in WWE.

Breakdown

Chavo Guerrero is a fairly agile, high-flying Superstar with four assigned abilities (nice!) and a Finisher that is a tribute to his Uncle Eddie. However, he has just a fair 76 Overall rating, mostly because his Durability, Strike Power, and Strike Defense attributes are so low at 60.

It will be hard to match up with any other Superstar in the game, so take advantage of his powerful moves from the ropes with Outside Dives and Springboard Dives. If you get into a striking match, it will be a long night in the ring.



Superstars

Christian

Stats

Height: 6'2"
Weight: 227 pounds
Weight Class: Light Heavyweight
From: Toronto, Ontario, Canada
Career Highlights : World Heavyweight Champion; ECW Champion; Intercontinental Champion; World Tag Team Champion; Light Heavyweight Champion; Hardcore Champion; European Champion

Attributes

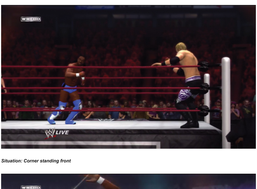
Strike Power: 75
Grapple Power: 70
Submission: 70
Strike Defense: 85
Grapple Defense: 85
Speed: 85
Agility: 85
Adrenaline: 85
Recovery: 85
Durability: 70
Charisma : 85
Tag Team: 95
Overall: 87

Abilities

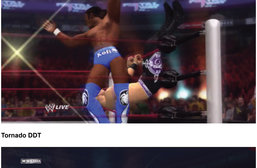
Hammer Throw
Springboard Dives
Leverage Pin
Outside Dives
Resiliency

Signature Moves

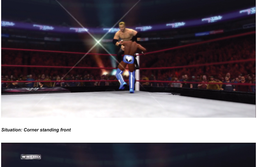
Hanging Overhead Kick



Situation: Corner standing front



Tornado DDT



Situation: Corner standing front

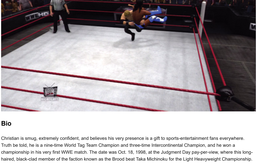
Finishers

Killswitch

Situation: Standing front or Irish Whip rebound

Spear 3

Situation: From corner vs. grounded opponent



Bio

Christian is smug, extremely confident, and believes his very presence is a gift to sports-entertainment fans everywhere. Truth be told, he is a nine-time World Tag Team Champion and three-time Intercontinental Champion, and he won a championship in his very first WWE match. The date was Oct. 18, 1998, at the Judgment Day pay-per-view, where this long-haired, black-clad member of the faction known as the Brood beat Taka Michinoku for the Light Heavyweight Championship.

Not long after, Christian and Edge would form what would become one of the most successful and most outlandish tag teams in WWE history.

Together they won the World Tag Team Championship on seven separate occasions. He'd later add two more tag championship reigns, one with Lance Storm and another with Chris Jericho.

Together, Edge and Christian were masters of the "Conchairto"—sandwiching an opponent's head between two steel chairs. The chair was their signature weapon, the Hardy Boyz were famous for flying off ladders, and the Dudleys were synonymous with tables. When the three clashed, TLC (Tables, Ladders, and Chairs) was born.

The always-outrageous Christian would soon break out on his own, going on to win numerous titles throughout his career, both as a singles and tag team competitor.

And over the years, the WWE Universe came to form a great respect for the word-wielding warrior, a feeling he would truly embrace. He even nicknamed his fans the "Peeps" and created the highly entertaining "The Peep Show" in their honor.

However, perhaps none of his achievements was as extraordinary as when Christian fulfilled a lifelong dream in a brutal Ladder Match with Alberto Del Rio at Extreme Rules 2011, capturing his first-ever World Heavyweight Championship.

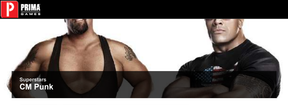
This monumental milestone propelled him to the spotlight and notoriety as one of the greatest competitors in the history of the squared circle.

Breakdown

He's not the most powerful Superstar on the roster, but Christian is solid in every other category. He boasts an 85 rating or above in eight of 12 categories, which makes his 87 Overall rating a little deceiving.

Add in the five assigned abilities he comes with (including the super-valuable Resiliency) and you've got a lot of tools to employ. When you get a Signature move or Finisher, Irish Whip your opponent in the corner, because three of your moves happen there.

Go to work with the Spear as a Finisher and it's lights out.



Superstars

CM Punk

Stats

Height: 6'1"

Weight: 221 pounds

Weight Class: Light Heavyweight

From: Chicago, IL

Career Highlights - WWE Champion; ECW Champion; World Heavyweight Champion; World Tag Team Champion; Intercontinental Champion; Raw commentator

Attributes

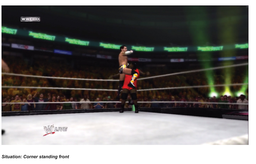
Strike Power: 85
Grapple Power : 75
Submission : 90
Strike Defense : 95
Grapple Defense: 90
Speed: 85
Agility: 80
Performance : 90
Recovery : 95
Durability : 80
Charisma : 95
Tag Team : 85
Overall: 94

Abilities

Hammer Throw Leverage Fix
Outside Dives Resiliency
Springboard Dives

Signature Moves

Shining Wizard/Bulldog 2



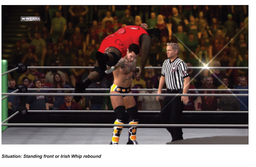
Situation: Corner standing front

Arm Trap Elbow Strikes

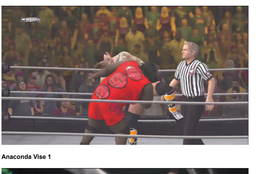
Situation: Grounded opponent near upper body

Finishers

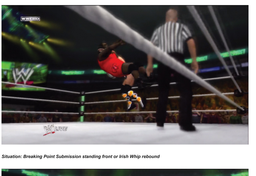
G.T.S. 2



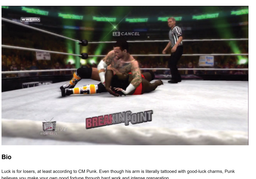
Situation: Standing front or Irish Whip rebound



Anaconda Vise 1



Situation: Breaking Point Submission standing front or Irish Whip rebound



Bio

Luck is for losers, at least according to CM Punk. Even though his arm is literally tattooed with good-luck charms, Punk believes you make your own good fortune through hard work and intense preparation.

Growing up in Chicago, the Superstar's childhood consisted of watching the likes of "Rowdy" Roddy Piper and Jimmy Snuka exchange words, then blows. Such heated rivalries helped Punk realize that WWE was where he belonged.

Adopting the "Straight Edge" movement—in which one bases their life around personal development and avoids drugs, alcohol, and a dependency lifestyle—Punk has brought his own style to WWE.

Punk's in-ring repertoire is an assimilation of fighting styles he has learned from his travels around the world.

In his WWE pay-per-view debut as a part of Team DX at Survivor Series 2006, Punk brought down the house in Philadelphia, where fans showed their respect for his talents.

After becoming the only multiple-time Straight Edge World Champion in WWE history, Punk set out to convert his fellow Superstars as well as members of the WWE Universe to his way of thinking.

Through his use of persuasive arguments and keen intellect, "The Second City Savior" has acquired a devout following both in and out of the squared circle.

Punk would later use his silver tongue to target his superiors in the hope of inspiring change in WWE as the self-appointed "Voice of the Voiceless" shortly before his monumental first WWE Championship victory over John Cena on July 17, 2011—the final night of his contract.

After the bell, Mr. McMahon watched helplessly as the Straight Edge Superstar vanished through the Chicago crowd with the coveted title as Punk's hometown fans passionately chanted his name.

When a re-signed Punk returned on Raw to WWE with his title to confront the newly crowned WWE Champion, Cena, it would mark the first time in the championship's rich history that two Superstars held claim to the WWE Title simultaneously.

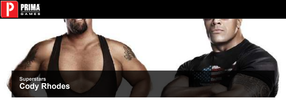
Punk's re-emergence as WWE Champion was controversial, but, then again, Punk has always thrived on controversy.

Whether a sole champion of his cause or flanked by supporters, verbally—from the commentary booth—or by force in the ring, CM Punk continues to preach from his self-appointed pulpit at the epicenter of the WWE Universe.

Breakdown

CM Punk is awesome. He's one of the better defenders in the game, so reversals come pretty easily, and between decent power and his 95s in Recovery (if you get hit) and Charisma (taunt a lot), you'll be ready to KO your opponent with a G.T.S. in no time at all.

He calculates out to a 94 Overall, so with that and five abilities, you are armed with a varied, quick, and high-flying attack.



Superstars

Cody Rhodes

Stats

Height: 6'1"

Weight: 223 pounds

Weight Class: Light Heavyweight

From: Marietta, GA

Career Highlights: Intercontinental Champion; World Tag Team Champion; WWE Tag Team Champion

Attributes

Strike Power: 75

Grapple Power: 75

Submission: 70

Strike Defense: 80

Grapple Defense: 85

Speed: 80

Agility : 80

Adrenaline: 85

Recovery: 85

Durability: 70

Charisma: 80

Tag Team: 85

Overall: 85

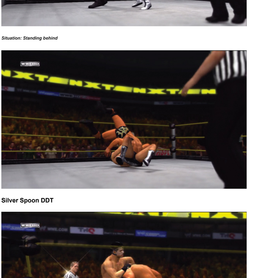
Abilities

Hammer Throw
Outside Dives
Springboard Dives
Ring Escape

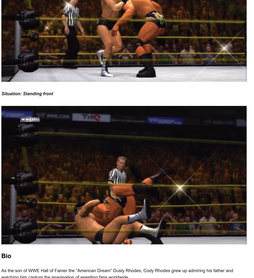
Signature Moves

Running Knee Drop

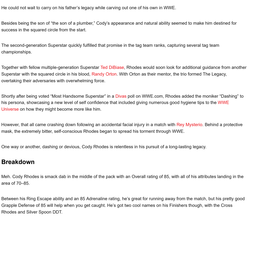
Situation: Grounded opponent near upper body



Alabama Slam 2



Situation: Standing front



Finishers

Cross Rhodes

Situation: Standing behind

Silver Spoon DDT

Situation: Standing front

Bio

As the son of WWE Hall of Famer the "American Dream" Dusty Rhodes, Cody Rhodes grew up admiring his father and watching him capture the imagination of wrestling fans worldwide.

He could not wait to carry on his father's legacy while carving out one of his own in WWE.

Besides being the son of "the son of a plumber," Cody's appearance and natural ability seemed to make him destined for success in the squared circle from the start.

The second-generation Superstar quickly fulfilled that promise in the tag team ranks, capturing several tag team championships.

Together with fellow multiple-generation Superstar Ted DiBiase, Rhodes would soon look for additional guidance from another Superstar with the squared circle in his blood, Randy Orton. With Orton as their mentor, the trio formed The Legacy, overtaking their adversaries with overwhelming force.

Shortly after being voted "Most Handsome Superstar" in a Divas poll on WWE.com, Rhodes added the moniker "Dashing" to his persona, showcasing a new level of self confidence that included giving numerous good hygiene tips to the WWE Universe on how they might become more like him.

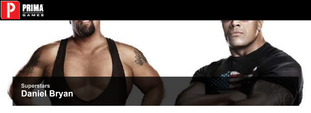
However, that all came crashing down following an accidental facial injury in a match with Rey Mysterio. Behind a protective mask, the extremely bitter, self-conscious Rhodes began to spread his torment through WWE.

One way or another, dashing or devious, Cody Rhodes is relentless in his pursuit of a long-lasting legacy.

Breakdown

Meh. Cody Rhodes is smack dab in the middle of the pack with an Overall rating of 85, with all of his attributes landing in the area of 70-85.

Between his Ring Escape ability and an 85 Adrenaline rating, he's great for running away from the match, but his pretty good Grapple Defense of 85 will help when you get caught. He's got two cool names on his Finishers though, with the Cross Rhodes and Silver Spoon DDT.



Superstars
Daniel Bryan

Height: 5'10"
Weight: 192 pounds
Weight Class: Cruiserweight
From: Aberdeen, WA
Career Highlights: United States Champion; 2011 SmackDown Money in the Bank winner

Attributes

Strike Power: 80
Grapple Power: 79
Submission: 95
Strike Defense: 80
Grapple Defense : 85
Speed : 85
Agility: 85
Adrenaline : 95
Recovery : 90
Durability : 60
Charisma : 70
Tag Team: 75
Overall: 84

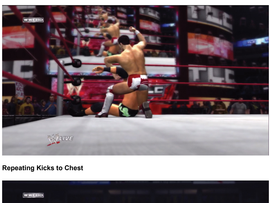
Abilities

Hammer Throw
Comeback
Outside Dives
Leverage Pin
Springboard Dives

Signature Moves

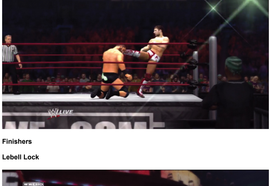
Arm Trap Elbow Strikes

Situation: Grounded opponent near upper body



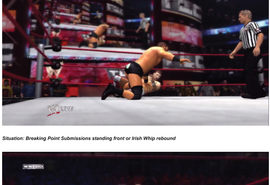
Repeating Kicks to Chest

Situation: Standing front

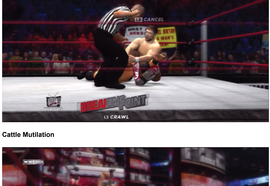


Finishers

Lebell Lock



Situation: Breaking Point Submissions standing front or Irish Whip rebound



Cattle Mutilation

Situation: Grounded opponent near upper body

Bio

Trained by WWE Hall of Famer Shawn Michaels, Daniel Bryan competed on the indie wrestling circuit for 10 years.

Honing his craft on multiple continents, Bryan became well known for a hybrid of Japanese and American offensive styles that made good use of vicious elbow strikes, precision kicks, spine-jarring suplexes, and various torturous submission maneuvers.

First coming to WWE as part of the inaugural season of WWE NXT, Daniel Bryan soon made it clear that he was destined for great things.

After shaking the drama of The Nexus—which formed out of WWE NXT season one—Bryan refocused his efforts on a solo career, exciting the WWE Universe with his unique ring style and bone-snapping artillery.

Eventually the determined Superstar's efforts came full circle, when he captured his first championship in WWE from then-United States Champion The Miz, his former WWE Pro.

With Daniel Bryan's experience and drive leading the way, he will look to make history every time he steps through the ropes.

Breakdown

Now here's a mid-80s Overall rating Superstar you can really get behind. Daniel Bryan's got awesome submissions and five abilities, and he's one of just 10 Superstars with the personalized Comeback ability.

With 85 Speed and Agility and 95 Adrenaline, there should be a lot of running attacks and grapples. He's got a good Recovery attribute at 90, but his real weakness is in Durability (60), so if you get caught in a late-match submission it will prove difficult to escape.

For some reason, his Charisma is a paltry 70 and the announcer talks trash about Daniel Bryan throughout the entire match. We think Daniel Bryan is one of the most dynamic and exciting Superstars to play in WWE '12.

Superstars
David Otunga

Stats

Height: 6'0"
Weight: 250 pounds
Weight Class: Heavyweight
From: Hollywood, CA
Career Highlights : WWE Tag Team Champion

Attributes

Strike Power: 70
Grapple Power : 80
Submission: 65
Strike Defense: 60
Grapple Defense : 55
Speed : 65
Agility : 55
Adrenaline : 70
Recovery : 65
Durability: 70
Charisma: 75
Tag Team: 65
Overall: 74

Abilities

Hammer Throw
Ring Escape

Signature Moves

Belly to Belly 3

Situation: Standing front or Irish Whip rebound

Finishers

The Verdict

Situation: Standing front

Bio

After becoming well known to followers of reality TV and American tabloids, David Otunga made his name famous as one of the first NXT Rookies. First coming to prominence as part of the VH1 reality show I Love New York 2, Otunga has since become better known as the fiancé of Grammy- and Academy Award–winning actress Jennifer Hudson.

As anyone confronted with Otunga's impressive physique can testify, the competitor has more than his fair share of brawn and good looks, but he backs up these natural gifts with a powerful intelligence, as exemplified by his degree from Harvard Law School.

A fan of lavish vacations, Hollywood parties, and seeing his face in People and Us Weekly, the self-proclaimed "Kanye West of WWE" stands to get a lot more of his favorite things as part of WWE.

The runner-up of WWE NXT season one, Otunga joined the winner, Wade Barrett, and his fellow season one Rookies to form The Nexus.

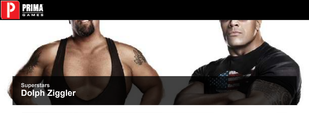
The group came to Raw upset over their treatment on NXT and were out to ensure they would all receive WWE contracts. When The Nexus was finally granted contracts, Otunga not only became an official WWE Superstar, but he elevated his A-list status even further.

Breakdown

When David Otunga gets hit, it hurts. His Strike Defense is 60 and his Grapple Defense is even worse at 55—he's tied for second worst in the game, barely edging out announcer and DLC Superstar Jim Ross, who posts a 50.

Most everyone in the game will have the mathematical advantage over David Otunga when it comes to chopping down his HP. Pair that up with reversals being very difficult—the timeframe is slight on Legend difficulty—and playing with him will be a real test.

Time running grapples on your opponents as they stand up to maximize his 80 Grapple Power. Hammer Throw opponents out of the ring so you can taunt to boost momentum.



Superstars
Dolph Ziggler

Stats

Height : 6'0"
Weight: 223 pounds
Weight Class: Light Heavyweight
From: Hollywood, FL
Career Highlights : World Heavyweight Champion; Intercontinental Champion; United States Champion

Attributes

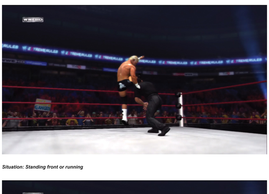
Strike Power: 75
Grapple Power: 75
Submission: 85
Strike Defense: 90
Grapple Defense : 85
Speed : 90
Agility: 80
Adrenaline : 95
Recovery : 85
Durability : 70
Charisma: 80
Tag Team: 70
Overall: 87

Abilities

Dirty Pin
Hammer Throw
Outside Dives
Leverage Pin
Ring Escape

Signature Moves

Leg Drop Bulldog 1



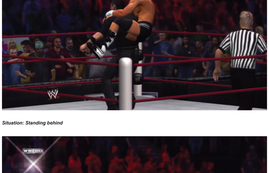
Situation: Standing front or running

Sitout Facebuster

Situation: Standing front or Irish Whip rebound

Finishers

Zig Zag



Situation: Standing behind

Sleeper Hold 2

Situation: Breaking Point Submission standing front or Irish Whip rebound

Bio

Since making his debut on Raw, this aggressive young Superstar has made certain that every ring warrior on the roster knows his name.

For weeks leading up to his first match he would approach Superstars and Divas alike in the locker room area with what has became a familiar refrain: "Hi, I'm Dolph Ziggler."

With his sculpted physique and cocky attitude, Ziggler gives off the aura of an athlete who knows exactly what he's doing.

The young Superstar makes use of his impressive amateur wrestling background (during which he won more matches than anyone in Kent State University's history) to ensure that for years to come the WWE Universe will remember the name of Dolph Ziggler.

In August 2010, with the help of SmackDown's Official Consultant, Vickie Guerrero, Dolph Ziggler hit the Zig Zag on Kofi Kingston to capture his first Intercontinental Championship.

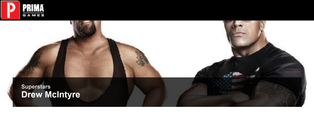
WWE's resident cougar also played an instrumental role in Ziggler's controversial (and short-lived) World Heavyweight Championship reign in February 2011.

Ziggler seldom refrains from letting the WWE Universe know how good he is, and much to his opponents' chagrin, this arrogant competitor has the skill to back up his boasts.

Breakdown

Dolph Ziggler, despite his glistening white mullet, is a force to contend with in the ring. He's fast and agile, and he's a well-rounded 87 Overall with no help from his 70 Tag Team rating. His Charisma has snuck up to 80, so he can store a second Finisher (awesome for defending in Royal Rumbles).

His Power ratings are only okay at 75, but his Grapple Defense is pretty good at 85. Use his pin abilities to sneak early pinfalls, and use Ring Escape and taunt to build momentum if you get in trouble.



Superstars
Drew McIntyre

Stats

Height : 6'5"
Weight: 256 pounds
Weight Class : Heavyweight
From: Ayre, Scotland
Career Highlights: Intercontinental Champion; WWE Tag Team Champion

Attributes

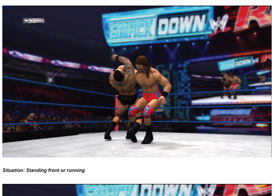
Strike Power: 70
Grapple Power: 80
Submission: 70
Strike Defense: 80
Grapple Defense : 80
Speed: 80
Agility: 75
Adrenaline: 85
Recovery: 80
Durability: 70
Charisma: 75
Tag Team: 80
Overall: 83

Abilities

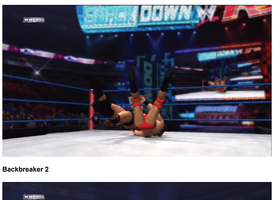
Hammer Throw
Ring Escape
Dirty Pin

Signature Moves

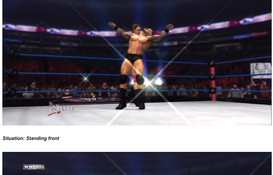
Reverse STO



Situation: Standing front or running



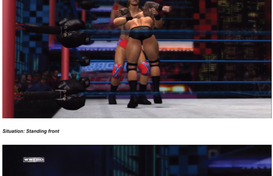
Backbreaker 2



Situation: Standing front

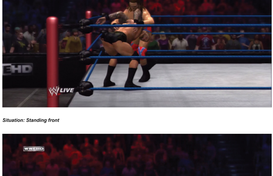
Finishers

Future Shock 2



Situation: Standing front

Future Shock 1



Situation: Standing front

Bio

From the moment Drew McIntyre entered the realm of the squared circle, he made his intentions very clear to the WWE Universe—to plow over anyone he feels like and snatch the spotlight from wherever it might be pointing.

And, before even taking part in a single match, McIntyre turned Friday nights upside down by launching a series of unrelenting attacks, starting with R-Truth.

The ruthless aggression of the Scottish Superstar paid off in spades when he was personally awarded a SmackDown contract by the Chairman of WWE himself, Mr. McMahon, who called him "a future World Champion."

Since arriving on SmackDown, "The Chosen One" has paid dividends on Mr. McMahon's belief in him, reigning supreme over John Morrison to capture the illustrious Intercontinental Championship.

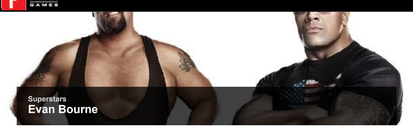
McIntyre's forceful nature is outdone only by his extreme confidence and ironclad resolve.

On Sept. 19, 2010, at Night of Champions, Drew McIntyre captured his first WWE Tag Team Championship with "Dashing" Cody Rhodes in Tag Team Turmoil against The Hart Dynasty, The Usos, Mark Henry and Evan Bourne, and Santino Marella and Vladimir Kozlov.

Although the championship was only his second, we're confident it was hardly his last.

Breakdown

In the Road to WrestleMania you'll get pretty familiar with Drew McIntyre's skill set. He stacks up near the lower-middle with an Overall 83 rating, but most of his attributes hover around 70-80. He's a better grappler than striker, so get in close and gain the advantage in the grapple.



Superstars
Evan Bourne

Stats

Height: 5'9"
Weight: 183 pounds
Weight Class: Cruiserweight
From: St. Louis, MO
Career Highlights: WWE Tag Team Champion

Attributes

Strike Power: 80
Grapple Power: 55
Submission: 55
Strike Defense: 90
Grapple Defense: 75
Speed: 100
Agility: 100
Adrenaline: 100
Recovery: 80
Durability: 55
Charisma: 70
Tag Team: 70
Overall: 80

Abilities

Outside Dives Leverage Pin
Springboard Dives

Signature Moves

Standing Moonsault 2

Situation: Grounded opponent near upper body

Finishers

Shooting Star Press 4

Situation: Dive vs. grounded opponent

Bio

Evan Bourne is a high-flying ring technician whose fast-paced intensity is quickly making him a force to be reckoned with throughout WWE.

While growing up in St. Louis, it was Superstars such as Bret Hart, Dean Malenko, Rey Mysterio, and Eddie Guerrero that first instilled in young Bourne a desire to make audiences feel the way he did while watching them.

Later, he became a hardcore fan of the original ECW, admiring such greats as Tazz, Sabu, and RVD. And it was while traveling to ECW events that he captured his first taste of the live, unbridled sports-entertainment intensity that he would never let go of.

Bourne started his in-ring training at 17 years old. Before long, he had become the first person under the age of 18 to be licensed to grapple in the state of Missouri.

It was during his very first match, while connecting with a difficult moonsault, that a familiar feeling washed over him and left no doubt in his mind that he was doing what he was meant to do.

While continuing to learn all he could about the business, Bourne attended college, earning a degree in marketing from the University of Missouri-Columbia.

He went on to become the vice president of sales and marketing for a small mailbox company in St. Louis. But, during this time, his company allowed all the time he wanted to travel and train. They knew, as did he, that his destiny lay in the ring.

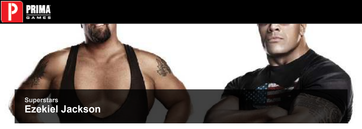
Bourne's quest to join WWE eventually took him all over the United States, Europe, and Japan. During this time, he became very accomplished, winning several honors, including St. Louis's Wrestler of the Year in 2006 and Move of the Year in 2007 for his Shooting Star Press.

In 2008, Bourne blasted off into the WWE Universe, utilizing an exciting combination of Mexican, Japanese, and American training styles that has made him both a dangerous high-flyer and a sound ground technician.

Breakdown

Evan Bourne is the fastest and most agile Superstar in the game. He should do most of his work from the top rope. With 100 ratings in Speed, Agility, and Adrenaline, and the Outside Dives and Springboard Dives abilites, he should be a high-flyer who never gets caught.

If he does, his 55 Durability and Grapple Power won't help much, but his 90 Strike Defense is good and his 75 Grapple Defense is okay. Evan Bourne's Finisher is a Shooting Star Press, and he's the fastest turnbuckle climber in the game, so let it rip.



Superstars
Ezekiel Jackson

Stats

Height: 6'4"
Weight: 309 pounds
Weight Class : Super Heavyweight
From: Guyana, South America
Career Highlights : ECW Champion; Intercontinental Champion

Attributes

Strike Power : 80
Grapple Power: 85
Submission : 75
Strike Defense : 70
Grapple Defense : 75
Speed : 65
Agility : 65
Adrenaline: 65
Recovery: 70
Durability: 80
Charisma: 65
Tag Team: 70
Overall: 80

Abilities

Hammer Throw
Resiliency

Signature Moves

Clothesline 11

Situation: Corner opponent front

Finishers

Torture Rack

Situation: Breaking Point Submission standing front

One-Handed Spinebuster 1

Situation: Standing front or Irish Whip rebound

Bio

Ezekiel Jackson is the definition of ringside intimidation. Born in Guyana, he moved to Harlem, NY, where the rough streets helped raise him.

Growing up, he was forced to often do what he does best—bust heads and take no names, feeling no remorse for any of his actions. Through his experiences, he learned the hard way that sometimes a man has to do what he has to do.

The self-proclaimed "Personification of Domination" entered WWE in July 2008. Since then, he has muscled his way into notoriety—whether that means using his incredible force to hurt enormous Superstars like "The World's Largest Athlete" Big Show to the canvas or lending his intensity to dangerous associations, such as The Corre.

Much more than simple brute strength, Jackson has also proved himself to be ruthlessly tough. No place was this personified more than when he captured the distinction of becoming the last ECW Champion, defeating Christian in an Extreme Rules match in the final episode of ECW in February of 2010.

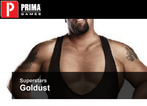
At Capitol Punishment 2011, Jackson displayed his true power and defeated former Corre leader Wade Barrett to capture his first Intercontinental Championship.

In no uncertain terms, Ezekiel Jackson has made it clear that he intends to fight his way to the top of WWE. And if might makes right, there is no telling just how far this powerhouse will go.

Breakdown

Ezekiel Jackson is a jacked-muscles, tough-looking Superstar with barely an 80 Overall rating. For all his strength he's got only an 80 Strike Power rating and an 85 for Grapple Power.

He's a 65 in four areas (Speed, Agility, Adrenaline, and Charisma), which makes him slow and means it's difficult to build up momentum. He does have Resiliency, though, so you'll be able to kick out of the first pin much easier.



Superstars

Goldust

Stats

Height: 6'8"
Weight: 258 pounds
Weight Class: Light Heavyweight
From: Hollywood, CA
Career Highlights : Intercontinental Champion; World Tag Team Champion

Attributes

Strike Power: 80
Grapple Power: 75
Submission : 75
Strike Defense : 75
Grapple Defense : 75
Speed : 75
Agility : 75
Adrenaline : 75
Recovery : 75
Durability : 75
Charisma : 80
Tag Team : 75
Overall : 82

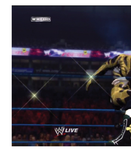
Abilities

Hammer Throw
Leverage Pin

Signature Moves

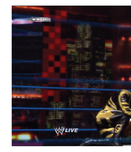
Shattered Dream

Situation: Corner opponent front



Lifting Reverse DDT

Situation: Standing behind



Finishers

Suplex Lift Neckbreaker

Situation: Standing front

Flat Liner

Situation: Standing front

Bio

With a literal love of gold as well as mind games that flummox his opponents and his fans, Goldust is one of the most bizarre Superstars in WWE history.

The "Bizarre One" reminds our longtime fans of wrestling legends Gorgeous George and Exotic Adrian Street, with his blond wig (which he removes before his matches), a flowing golden robe and ring attire, and black and gold face paint.

He resembles an Oscar statue and has a penchant for theater, viewing his matches as mini movies for his Shattered Dreams Production.

During the early years of his WWE career, he had his "director" Marlena (his then-wife Terri Runnels) at his side. The pair captured the imagination of our fans, and their risqué personas helped lay the foundation of the Attitude Era years.

Goldust was deceiving—he was as tough a Superstar as there's ever been in WWE. He used his appearance to throw his opponents off their game so that he could devastate them with a reverse suplex and brain-buster combination he called the Curtain Call.

He surprised his foes with his brawling ability and surprisingly vicious mean streak.

However, Goldust's inner abilities shouldn't have surprised anyone, after all, wrestling was in his blood. He's the son of the "American Dream," Dusty Rhodes and grew up watching his dad endure countless ring wars.

But Dustin Runnels did not want to live in his legendary father's shadow. He wanted to forge his own legacy in the squared circle.

His championship résumé speaks for itself. He is a two-time United States Champion (as Dustin Rhodes in World Championship Wrestling), won the World Tag Team Championship once (with King Booker), and is a three-time Intercontinental Champion.

Goldust took the machismo out of Razor Ramon en route to winning his first Intercontinental Championship, and our fans still talk about his Hollywood Backlot Brawl with "Rowdy" Roddy Piper at WrestleMania XII.

His battles with a young Triple H also helped prepare the future "Game" for his multiple world championships.

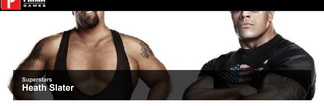
Publicly and privately, Dustin Runnels lamented on his struggle to live up to his father's legacy. But he should be very proud—as Goldust, he provides WWE with some of its most provocative, and sometimes humorous, moments. One thing is for sure, no one will ever forget the name of Goldust.

Breakdown

Call us sick, but the best part of playing as Goldust might not be his consistently mediocre attribute ratings, but rather busting out with the Shattered Dream Signature move groin tick on a cornered opponent.

Bam! Every one of Goldust's attributes falls between 70 and 80, so you'll have your work cut out for you against the higher-rated Superstars.

He's a decent striker, but with a Superstar like him who is only okay at everything, you have to know your opponent's weaknesses and capitalize on them.



Superstars

Heath Slater

Stats

Height: 6'2"
Weight: 232 pounds
Weight Class: Light Heavyweight
From: Pineville, WV
Career Highlights : WWE Tag Team Champion

Attributes

Strike Power: 70
Grapple Power: 65
Submission: 65
Strike Defense: 65
Grapple Defense: 75
Speed: 80
Agility: 80
Adrenaline: 85
Recovery: 75
Durability: 65
Charisma: 70
Tag Team: 85
Overall: 78

Abilities

Leverage Pin
Ring Escape
Outside Dives
Springboard Dives

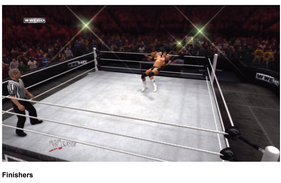
Signature Moves

Flapjack 2

Situation: Standing front or Irish Whip rebound

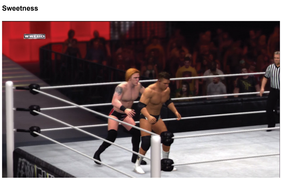
Neckbreaker 9

Situation: Running

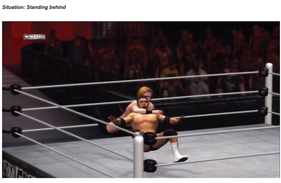


Finishers

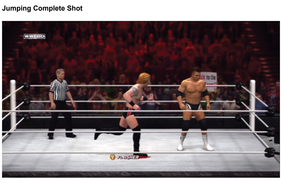
Sweetness



Situation: Standing behind



Jumping Complete Shot



Situation: Standing front or running

Bio

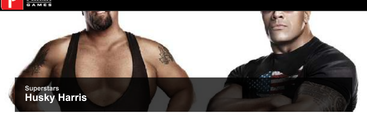
Describing himself as a "one-man rock band without the instruments," Heath Slater walks and talks with unabashed arrogance. However, the young stud from West Virginia has the talent in the squared circle to back up his big mouth.

First competing in WWE NXT season one, Heath Slater has brought his rebellious nature to groups like The Nexus and The Corre. His raw ability and endless confidence have made him a serious threat to any opponent.

Grabbing onto his opportunities with both hands—and taking out anything and everything along the way—"The One-Man Rock Band" has shown the WWE Universe that he is always ready to play.

Breakdown

Heath Slater is a great Superstar to challenge yourself with. His ability to win the damage battle is a bit stifled with the lower Power and Defense ratings, but he's pretty fast and has four abilities to complement a varied attack from a Signature move and Finisher perspective. He's got two moves for each scenario, standing or running.



Superstars

Husky Harris

Stats

Height: 6'2"
Weight: 302 pounds
Weight Class: Super Heavyweight
From : Brooksville, FL

Attributes

Strike Power: 65
Grapple Power: 75
Submission: 65
Strike Defense: 65
Grapple Defense: 65
Speed: 80
Agility : 65
Adrenaline: 60
Recovery: 75
Durability: 70
Charisma: 65
Tag Team: 70
Overall: 74

Abilities

Hammer Throw

Signature Moves

Running Cross Body 1

Situation: Running or Irish Whip rebound

Finishers

Running Senton

Situation: Grounded opponent near side

Spinning Complete Shot

Situation: Standing front or running

Bio

Don't let the name or size of season two WWE NXT Rookie Husky Harris fool you. The third-generation competitor was one of season two's most athletic prospects.

Not only does Harris have an impressive background, but also he is the grandson of the legendary "Blackjack" Mulligan, and the son of "I.R.S." Mike Rotundo.

Weighing in at close to 300 pounds, the season two NXT Rookie certainly had a size advantage over some of his competitors, but his athletic achievements were most impressive.

Harris is a former high school wrestling state champion, a junior college All-American football player, and also played at Troy University in college football's highest level, Division I.

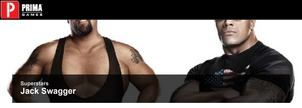
A few weeks after the conclusion of WWE NXT season two, Husky Harris resurfaced during Hell in a Cell along with fellow NXT alum Michael McGillicutty to help Wade Barrett defeat John Cena.

As a result of the attack by Harris and McGillicutty, Cena was forced to join The Nexus. Weeks after, following repeated assists to Barrett's group, Harris and McGillicutty followed the multiple-time World Champion as not just WWE Superstars, but official members of the N-labeled warriors.

Breakdown

Husky Harris is actually pretty fast (80 Speed) for a Superstar with "husky" in his name, but that is the only attribute that bumps up into the 80s, and he is a low 74 overall.

With only the one ability (Hammer Throw) and seven of 12 attributes in the 60s, Husky Harris is one of the lowest-rated Superstars in the game. The announcers love him, though!



Superstars
Jack Swagger

Stats

Height: 6'6"
Weight: 263 pounds
Weight Class: Heavyweight
From: Perry, OK
Career Highlights : World Heavyweight Champion; ECW Champion; Money in the Bank winner

Attributes

Strike Power: 70
Grapple Power : 85
Submission: 90
Strike Defense: 70
Grapple Defense: 90
Speed: 70
Agility : 70
Adrenaline: 85
Recovery: 75
Durability: 75
Charisma: 75
Tag Team: 70
Overall: 64

Abilities

Hammer Throw
Leverage Pin
Ring Escape

Signature Moves

R W and B Thunder Bomb

Situation: Standing behind

Slingshot Body Splash

Situation: Corner opponent front

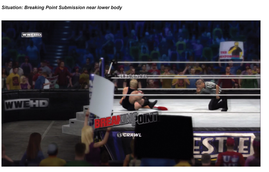
Finishers

Gutwrench Powerbomb

Situation: Standing front

Ankle Lock 3

Situation: Breaking Point Submission near lower body



Bio

At 263 pounds, "The All-American American" Jack Swagger first came to WWE as part of then-ECW General Manager Theodore Long's New Superstar Initiative.

Growing up, he admired sports-entertainment greats Danny Hodge and "Dr. Death" Steve Williams, both of whom would personally help him in his future training.

First getting involved in wrestling at age 5 and attending a high school that boasted several state wrestling championships, The All-American American quickly developed into an outstanding amateur wrestler, becoming a two-time high school Heavyweight State Champion.

In true American fashion, he earned a full scholarship to a Division I school in both wrestling and football.

Swagger's tremendous amateur wrestling background carried him into the world of sports-entertainment, in the tradition of legend Bob Backlund and Hall of Famers Jack and Gerald Brisco.

His defined technique brought a completely different style to the Land of the Extreme, and both ECW and the WWE Universe quickly took notice of his sheer charisma and impressive combination of strength, ability, physique, acumen, and style.

It is no wonder that a Superstar with so much going for him walks with such a swagger in his step.

At WrestleMania XXVI, Swagger reached a new level of greatness when he overcame nine other Superstars to win the spectacular Money in the Bank briefcase on the Grandest Stage of Them All.

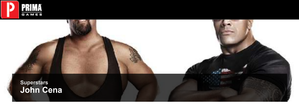
Just five days later, The All-American American stunned the WWE Universe by cashing in his championship opportunity against Chris Jericho on SmackDown to become the new World Heavyweight Champion.

Swagger describes himself as the best of the best and the highest of the high. And with his incredible arsenal of technical maneuvers, including his signature Ankle Lock, who is going to argue with him?

Breakdown

Jack Swagger is a tough grappler (85 Grapple Power, 90 Grapple Defense) and is good with submissions with a 90 rating.

He's got an Ankle Lock Finisher that is a Breaking Point Submission, so if you haven't worked on the legs to inflict critical damage, apply the Gutwrench Powerbomb as the Finisher so you don't waste the opportunity to score damage when your opponent breaks a submission attempt.



Superstars

John Cena

Stats

Height: 6'1"
Weight: 240 pounds
Weight Class: Heavyweight
From: West Newberry, MA
Career Highlights: World Heavyweight Champion; WWE Champion; United States Champion; World Tag Team Champion; 2008 Royal Rumble winner; 2010 Superstar of the Year Slammy Award winner

Attributes

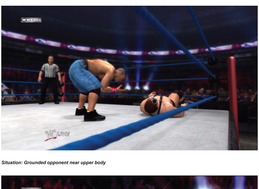
Strike Power: 90
Grapple Power: 90
Submission: 95
Strike Defense: 90
Grapple Defense : 85
Speed : 70
Agility : 70
Adrenaline: 80
Recovery: 90
Durability: 90
Charisma: 95
Tag Team: 80
Overall : 95

Abilities

Hammer Throw
Resiliency
Comeback

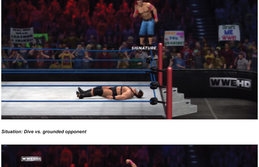
Signature Moves

Five Knuckle Shuffle



Situation: Grounded opponent near upper body

Diving Five Knuckle Shuffle



Situation: Dive vs. grounded opponent

Finishers

Attitude Adjustment 4

Situation: Standing front or Irish Whip rebound

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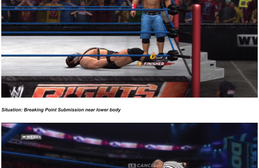


Situation: Breaking Point Submission near lower body

Bio

Let's be honest. Hailing from the rolling hills and broad valleys that constitute West Newbury, MA, will likely never earn you "street cred"—unless, of course, you're John Cena.

Then again, it didn't happen overnight for him, either. Long before he became the Dr. of Thuganomics, young Cena had to endure the neighborhood rocker kids' taunts about his baggy pants and rayon Kwame shirts.

His love for freestyling lyrics about rebellion and individualism just didn't fit within the small rural community. By the time he turned 15, however, those same kids would stop teasing him, for it became apparent that Cena had been developing another passion: hitting the gym.

Though a huge WWE fan since childhood, rooting for heroes like Hulk Hogan, Ultimate Warrior, and Shawn Michaels, Cena had honestly never even considered a career in WWE. Instead, he flew out to California in 2000 to pursue a profession in bodybuilding (a move he now admits to making simply because his father had told him he wouldn't make it out there).

But while working behind the counter of Gold's Gym in Venice, a discussion with a wrestler-in-training encouraged Cena to enroll in classes at Ultimate Pro Wrestling. He was instantly hooked, and became motivated to learn everything he could about his newfound craft.

He obviously proved a quick study; within a year, World Wrestling Entertainment signed Cena to a developmental contract to train at Ohio Valley Wrestling. By June 2002, he had joined the SmackDown roster, and less than a year later he headlined the first of what has since become countless main-event matches.

That said, Cena has never forgotten his roots. In fact, remembering where he came from has helped him evolve into the man he is today: a well-versed hip-hop artist, a successful movie star, and a blue-collar Superstar who's always ready to fight.

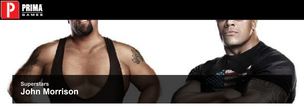
He leads his WWE fan-based army into battle with the mission statement he's been down with since day one: hustle, loyalty, and respect.

Breakdown

With an Overall rating of 95, John Cena is the second-highest rated Superstar out of the package (until you download Shawn Michaels and The Rock), but take away everybody's Tag Team attribute and John Cena is right at the top.

Seven of 12 abilities are in the 90s and his lowest attribute is Speed, which is still decent at 70. John Cena has one of the roster Comeback abilities in the game, and his Signature moves and Finishers are varied—versus grounded and standing opponents, with dive attacks and a Breaking Point Submission.

He can come at opponents from every angle and strike big damage.



Superstars
John Morrison

Stats

Height: 6'1"
Weight : 224 pounds
Weight Class: Light Heavyweight
From : Los Angeles, CA
Career Highlights : ECW Champion; Intercontinental Champion; WWE Tag Team Champion; World Tag Team Champion

Attributes

Strike Power: 80
Grapple Power : 70
Submission : 60
Strike Defense : 85
Grapple Defense: 85
Speed: 90
Agility: 85
Adrenaline : 95
Recovery : 90
Durability : 70
Charisma: 80
Tag Team : 85
Overall: 87

Abilities

Hammer Throw
Comeback
Outside Dives
Springboard Dives

Signature Moves

Knee Smash

Situation: Grounded opponent near side

Backbreaker & Leg Sweep

Situation: Standing front

Finishers

Starship Pain 2

Situation: Corner opponent front

Flip Bottom 2

Situation: Standing front

Bio

As his theme music reminds us, John Morrison "ain't no make believe." However, his lightning-fast offense and high-risk aerial expertise often make members of the WWE Universe wonder if their eyes are playing tricks on them every time he enters the ring.

Hailing from sunny Los Angeles, CA, The Guru of Greatness exudes Hollywood flash, from his colorful entrances to his attention-grabbing ring attire. But there's more to Morrison than his unique fashion sense and penchant for pyrotechnics.

Schooled in the French discipline of parkour, which emphasizes freedom of movement, Morrison can succeed in just about any environment imaginable, performing athletic feats previously unseen in WWE. His rigorous training regimen and incredible agility have earned this exciting Superstar a wholly appropriate nickname: The "Prince of Parkour".

Alongside his former friend and tag team partner The Miz, Morrison really began turning heads on the WWE.com exclusive show The Dirt Sheet, which not only produced some of the funniest moments in the history of the site, but also helped to make him a Slammy Award winner.

But The Shaman of Sexy's accolades don't end there. His accomplishments include ECW, Intercontinental, and WWE Tag Team Championship reigns.

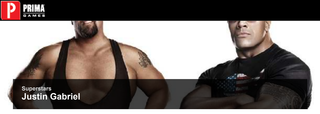
There's no secret as to why Morrison dons his signature sunglasses every time he hits the arena: His future's so bright, he's gotta wear shades.

Breakdown

The "Prince of Parkour" adds in some Tony Jaa-esque Muay Thai acrobatics in his repertoire of strikes. Hold the strike button (strong strike) to execute a Back Flip Kick—one of our favorites in the game.

John Morrison never seems to tire with his 90 Adrenaline, but he does have some Submission issues with a poor rating of 60. Use his 90 Speed rating to run at your opponents as they stand up; press grapple to rip off a running DDT that will blow your mind and scramble your opponent's brains for quick critical damage to the head.

Hold grapple near the downed opponent's upper body when he in the red to lock up a Surfboard Stretch Breaking Point Submission—we won WrestleMania in the WWE Universe with this move. In your face, Submission rating of 60!



Superstars
Justin Gabriel

Stats

Height: 6'1"
Weight: 223 pounds
Weight Class: Light Heavyweight
From : Cape Town, South Africa
Career Highlights: WWE Tag Team Champion

Attributes

Strike Power: 75
Grapple Power : 65
Submission: 60
Strike Defense: 80
Grapple Defense: 65
Speed: 65
Agility: 90
Adrenaline: 90
Recovery: 80
Durability: 60
Charisma: 65
Tag Team: 85
Overall : 78

Abilities

Outside Dives
Springboard Dives

Signature Moves

Spin Sitout Powerbomb

Situation: Standing behind

Swanton Bomb

Situation: Dive vs. grounded opponent

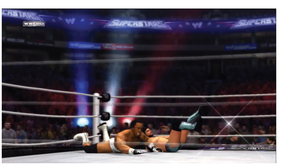
Finishers

450 Splash 2

Situation: Dive vs. grounded opponent

Flip Sideway Flapjack

Situation: Standing front



Bio

Born and raised in Cape Town, South Africa, Justin Gabriel is a dynamo of energy, with a wide array of skills inside the ring. Armed with deceptively handsome looks, he isn't shy about flashing his charming smile, either.

First competing in WWE NXT season one, Gabriel has brought his rebellious nature to groups like The Nexus and The Corre. It was in the vast majority of the attacks by these factions that Gabriel first introduced the WWE Universe to his lethal 450 Splash.

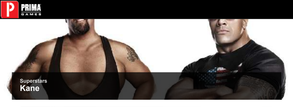
Each time he executes his trademark maneuver, he sends an earth-shattering message to each and every WWE Superstar.

Gabriel's ruthless nature and aerial prowess have made him an extremely dangerous foe, one determined to propel himself to new heights.

Breakdown

Justin Gabriel plays better than his 78 Overall rating, but his 65 Charisma doesn't help to get a full Momentum meter. He sports standing and dive attacks for both his Signature move and Finishers, so use his 90 Agility to quickly scramble to the top rope and fly high.

He strikes better than he grapples, so Irish Whip opponents out of the ring and use his Outside Dive ability to keep the pressure on opponents with big damage from the 1.5× Out of Ring damage multiplier.



Superstars

Kane

Stats

Height: 7'0"
Weight: 323 pounds
Weight Class : Super Heavyweight
Career Highlights : WWE Champion; World Heavyweight Champion; ECW Champion; Intercontinental Champion; World Tag Team Champion; WCW Tag Team Champion; Hardcore Champion

Attributes

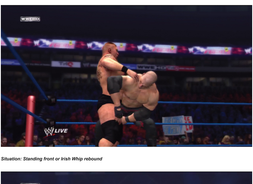
Strike Power: 85
Grapple Power : 90
Submission : 75
Strike Defense : 80
Grapple Defense: 75
Speed : 70
Agility : 80
Adrenaline : 80
Recovery : 85
Durability : 90
Charisma : 80
Tag Team : 85
Overall: 90

Abilities

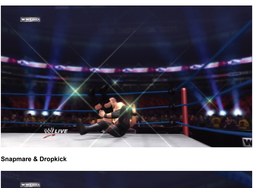
Hammer Throw
Resiliency
Move Thief

Signature Moves

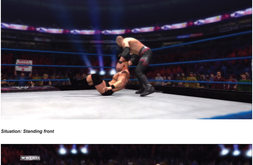
Sidewalk Slam 3



Situation: Standing front or Irish Whip rebound



Snapmare & Dropkick

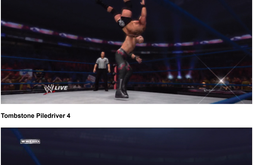


Situation: Standing front

Finishers

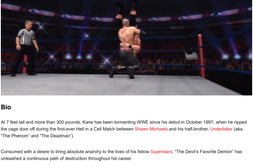
Chokeslam 4

Situation: Standing front or Irish Whip rebound



Tombstone Piledriver 4

Situation: Standing front



Bio

At 7 feet tall and more than 300 pounds, Kane has been tormenting WWE since his debut in October 1997, when he ripped the cage door off during the first-ever Hell in a Cell Match between Shawn Michaels and his half-brother, Undertaker (aka "The Phenom" and "The Deadman").

Consumed with a desire to bring absolute anarchy to the lives of his fellow Superstars, "The Devil's Favorite Demon" has unleashed a continuous path of destruction throughout his career.

Some of his most demented actions have included setting WWE Hall of Famer Jim Ross on fire, hitting then-WWE CEO Linda McMahon with a Tombstone, kidnapping various victims, and forcing WWE Diva Lita to marry him.

For years, the sadistic Superstar wore a mask and specific attire designed to conceal hideous burns from a fire, supposedly started by The Phenom.

But, that all changed on one of the most emotional nights of Kane's career when—after losing a Mask vs. Championship match on Monday Night Raw—the tortured soul was forced to unmask and reveal his face to the world.

His nonstop journey of darkness has been marked by absolute wars in the ring against some of the biggest names in the squared circle, including Undertaker, Stone Cold Steve Austin, Shawn Michaels, Edge, Matt Hardy, Shane McMahon, and even a mysterious masked mirror image of himself. The horrific grappler has also battled in some of the most unique encounters of all time, including First Blood, Inferno, Buried Alive, Money in the Bank, Hell in a Cell, Elimination Chamber, Steel Cage, Stretcher, and even Till Death Do Us Part matches.

The Phenom is the ally-turned-adversary (and often back again) that Kane continuously crosses paths with. The "Big Red Monster" made his WWE debut by cooking his half-brother the first-ever Hell in a Cell Match. While their relationship is always turbulent, together they are nearly unstoppable.

Kane's highly decorated career is highlighted by reigns as both WWE Champion and World Heavyweight Champion.

He has shown near-unprecedented versatility in the tag team ranks as well, finding championship success with a barrage of partners. He's twice won the tag team titles with The Deadman.

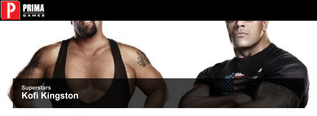
The famed Brothers of Destruction simultaneously held the World Tag Team Championship and WCW Tag Team Championship during the Alliance Invasion.

Wherever Kane goes, all-out annihilation travels swiftly by his side. And until the day that he is finally at peace, his "Big Red" shadow will undoubtedly continue to strike fear in the hearts of anyone who dares steps in the ring with him.

Breakdown

Kane is a durable (90) and powerful grappler (90) who recovers well (85). The real sneaky fun with Kane is using the Move Thief ability, as he is one of very few Superstars who have this ability out of the box and is on the attribute top tier with his 90 Overall rating.

Steal your opponent's Finisher to unload a Tombstone Piledriver for big damage to the head.



Superstars
Kofi Kingston

Stats

Height : 6'1"
Weight : 221 pounds
Weight Class: Light Heavyweight
From: Ghana, West Africa
Career Highlights : United States Champion; Intercontinental Champion; World Tag Team Champion; WWE Tag Team Champion

Attributes

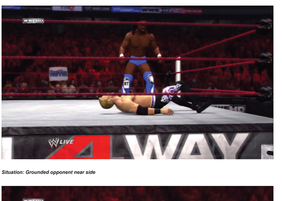
Strike Power: 75
Grapple Power: 70
Submission: 60
Strike Defense : 85
Grapple Defense: 75
Speed: 95
Agility : 85
Adrenaline : 95
Recovery : 85
Durability: 70
Charisma: 80
Tag Team: 80
Overall: 85

Abilities

Comeback
Outside Dives
Springboard Dives
Leverage Pin

Signature Moves

Boom Drop



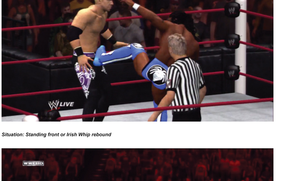
Situation: Grounded opponent near side

Hanging Overhead Kick

Situation: Corner opponent front

Finishers

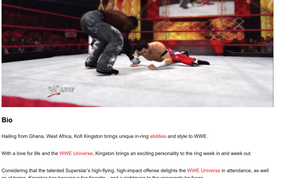
Trouble in Paradise



Situation: Standing front or Irish Whip rebound

S.O.S.

Situation: Standing front or Irish Whip rebound



Bio

Hailing from Ghana, West Africa, Kofi Kingston brings unique in-ring abilities and style to WWE.

With a love for life and the WWE Universe, Kingston brings an exciting personality to the ring week in and week out.

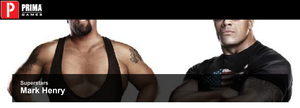
Considering that the talented Superstar's high-flying, high-impact offense delights the WWE Universe in attendance, as well as at home, Kingston has become a fan favorite—and a nightmare to the opponents he faces.

Boasting reigns as Intercontinental Champion, World Tag Team Champion, and United States Champion, this young Superstar's future continues getting brighter, giving Kofi and the fans at home a lot to look forward to every time he enters the arena.

Breakdown

Kofi Kingston is another fast and agile Superstar with the Comeback ability. He's not going to blow anybody away with his power, but his Strike Defense is good at 85 and his Trouble in Paradise kick Finisher is awesome on an Irish Whip rebound.

Both his Adrenaline and Speed attributes are 95, so use this to your advantage with Springboard Dives for a super-fast slingshot attack to your opponent. Stay away from the damage of big grapplers and submission artists, as Kofi's Grapple Defense is 75 and Durability is 70.



Superstars

Mark Henry

Stats

Height: 6'4"
Weight : 306 pounds
Weight Class: Super Heavyweight
From: Silsbee, TX
Career Highlights : World Heavyweight Champion; ECW Champion; European Champion

Attributes

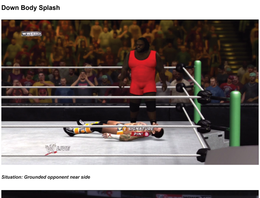
Strike Power: 95
Grapple Power : 100
Submission : 85
Strike Defense: 75
Grapple Defense: 90
Speed: 40
Agility : 40
Adrenaline: 60
Recovery: 75
Durability: 90
Charisma: 80
Tag Team : 80
Overall: 87

Abilities

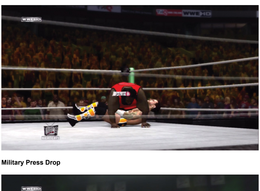
Hammer Throw
Ring Escape
Resiliency

Signature Moves

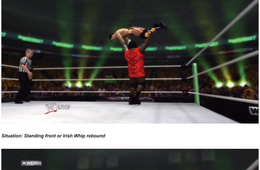
Down Body Splash



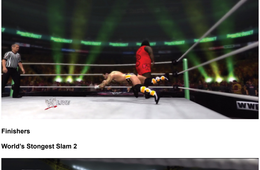
Situation: Grounded opponent near side



Military Press Drop

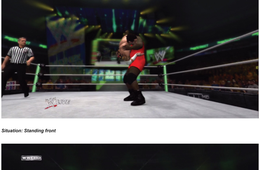


Situation: Standing front or Irish Whip rebound



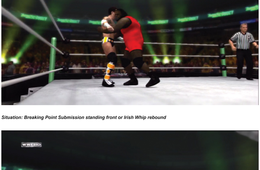
Finishers

World's Strongest Slam 2

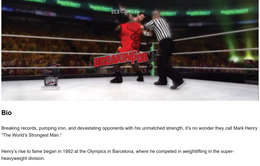


Situation: Standing front

Bearhug



Situation: Breaking Point Submission standing front or Irish Whip rebound



Bio

Breaking records, pumping iron, and devastating opponents with his unmatched strength, it's no wonder they call Mark Henry "The World's Strongest Man."

Henry's rise to fame began in 1992 at the Olympics in Barcelona, where he competed in weightlifting in the super-heavyweight division.

Three years later at the Pan American Games, Henry captured gold, silver, and bronze medals, solidifying his place as one of the strongest men ever to walk the planet.

He has also engaged in Strongman competitions, including the 2002 World's Strongest Man competition at the Arnold Schwarzenegger Classic, where Henry earned first prize.

The intimidating powerhouse began his WWE career in 1996, instantly igniting a nightmarish squared circle onslaught in which he laid waste to one adversary after another, both in tag team and singles competition.

This included the immense Superstar's membership in the infamous faction known as The Nation of Domination, which also featured The Rock.

Over the years, Henry has gone toe-to-toe with top stars such as Shawn Michaels, John Cena, Undertaker, Kane, and Big Show.

In every instance, his commanding presence has demanded the fear and respect of any Superstar he steps into the ring with.

Night after night, "The Second Strongest Man That Ever Lived"—according to Flex magazine—continues to use his strength to destroy any Superstar in his path.

And the future looks frightening for anybody who gets in Henry's way. After battling back from many obstacles, including periods of down time and uncertainty due to injuries suffered through the years of his career, he stands tall at the top of his game, more ferocious than ever and ready to take on all comers.

Breakdown

Mark Henry is the slowest Superstar in the game (40 Speed), and climbing up on the turnbuckle might take a bit of time (40 Agility), but "The World's Strongest Man" pounds opponents for huge damage and is pretty good at locking up his Bearhug Breaking Point Submission Finisher with a Submission rating of 85.

He does have the Ring Escape and Resiliency abilities if you get into trouble. Hammer Throw opponents out of the ring when you secure your first Finisher and execute the World's Strongest Slam Finisher ringside to score big damage to the body.

Superstars
Mason Ryan

Stats

Height: 6'6"
Weight : 272 pounds
Weight Class: Super Heavyweight
From : Cardiff, Wales

Attributes

Strike Power : 85
Grapple Power : 85
Submission: 75
Strike Defense: 70
Grapple Defense: 80
Speed : 70
Agility : 65
Adrenaline: 70
Recovery: 70
Durability : 80
Charisma : 65
Tag Team : 75
Overall: 82

Abilities

Hammer Throw
Ring Escape

Signature Moves

Swing Sidewalk Slam

Situation: Standing front or Irish Whip rebound

Torture Rack

Situation: Breaking Point Submission standing front

Finishers

House of Pain

Situation: Standing front

Bio

A Welsh-born warrior of incredible size and strength, the massive Mason Ryan has never encountered a fight he couldn't win...or a Superstar he couldn't dismantle.

This imposing goliath honed his athletic skills on the soccer field, competing in the Welsh Premier League on the semi-professional level.

However, influenced by the feats of such forceful grapplers as Andre the Giant, Ultimate Warrior, and Undertaker, Ryan eventually traded the soccer pitch for the squared circle, where he could better satisfy his indomitable thirst for flattening his adversaries.

Ryan's aggressive in-ring style, relentless determination, and impressive physique caught the eye of calculating CM Punk, who enlisted the steely-eyed juggernaut to serve as the powerhouse of his New Nexus. When Ryan debuted during the Jan. 17, 2011, edition of Monday Night Raw, the WWE Universe watched in horrified amazement as this intimidating newcomer laid waste to John Cena, shaking the very foundation of WWE in the process.

Sure, someone could stand in Mason Ryan's way, but since he's 6-foot-6 and more than 270 pounds, who would want to?

Breakdown

Mason Ryan has awesome beach muscles, so he's pretty solid from a power perspective with 85s, but it's difficult to build momentum with a poor Charisma rating of 65. For the most part, he's on the lower half of the spectrum attribute-wise.

Attack the opponent with strong strikes and slams to open up the Sidewalk Slam Signature move. Use the environment and any allowed weapons to help whittle down the opponent's HP on your way to victory.

Ring Escape up to three times to get out of trouble, and taunt ringside to build momentum before the opponent can get out and break it up.

Superstars
Michael McGillicutty

Stats

Height: 6'3"
Weight: 232 pounds
Weight Class : Light Heavyweight
From: Champlin, MN
Career Highlights : WWE Tag Team Champion

Attributes

Strike Power: 70
Grapple Power: 80
Submission: 65
Strike Defense: 65
Grapple Defense : 75
Speed: 75
Agility: 75
Adrenaline: 85
Recovery: 70
Durability: 65
Charisma: 65
Tag Team: 80
Overall: 78

Abilities

Hammer Throw
Ring Escape

Signature Moves

Running Neck Twist

Situation: Grounded opponent near head

Finishers

McGillicutter

Situation: Standing front or running

Fisherman Suplex 4

Situation: Standing front

Bio

Michael McGillicutty joined WWE NXT season two with quite a legacy to continue. The third-generation competitor is the grandson of Larry "The Axe" Hennig and the son of "Mr. Perfect" Curt Hennig. McGillicutty's father was well-known for his charisma outside of the ring and his perfect abilities on the inside.

While he did not win WWE NXT season two, McGillicutty finished in second place, losing only to Kaval. While his performance on WWE NXT was not "perfect," the third-generation ring warrior was out to establish himself as a force to be reckoned with in WWE.

WWE Pro Kofi Kingston guided McGillicutty and helped him hone his abilities. Now McGillicutty has to take this experience and what he learned from Kofi to carry on the Hennig family legacy.

After his loss in NXT, McGillicutty resurfaced during Hell in a Cell along with fellow NXT alum Husky Harris to help Wade Barrett defeat John Cena.

As a result of the attack by Harris and McGillicutty, Cena was forced to join The Nexus. Soon after, following repeated assists to Barrett's group, McGillicutty and Harris followed the multiple-time World Champion as not just WWE Superstars, but official members of the N-labeled warriors.

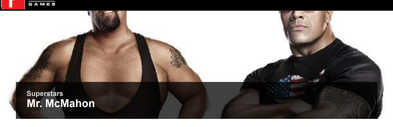
Looking to the future, McGillicutty's prestigious lineage and imposing presence will undoubtedly serve him well whether on his own or as part of a forceful faction.

Breakdown

Michael McGillicutty has a great sequence from his Signature move Running Neck Twist to his McGillicutter Finisher.

Both are awesome attacks that take advantage of his 80 Grapple Power and will take big HP from the opponent's head. He's not a very solid striker on his feet, however, with just a 70 Strike Power and an even worse 65 Strike Defense.

Get in close and grapple with this Superstar. Submission, Charisma, and Durability are all rated 65 too, so stay busy and try to reverse your opponent's grapple attempts.



Superstars

Mr. McMahon

Stats

Height: 6'2"
Weight: 248 pounds
Weight Class : Heavyweight
From : Greenwich, CT
Career Highlights : Chairman and CEO of WWE; WWE Champion; Royal Rumble winner (1999)

Attributes

Strike Power: 75
Grapple Power: 70
Submission: 70
Strike Defense: 75
Grapple Defense: 70
Speed : 65
Agility: 60
Adrenaline: 65
Recovery: 65
Durability: 65
Charisma : 95
Tag Team : 75
Overall: 79

Abilities

Dirty Pin
Move Thief
Ring Escape

Signature Moves

Lou Thesz Press 2

Situation: Running or Irish Whip rebound

Finishers

Mr. McMahon Stunner

Situation: Standing front

Bio

"I love to fight," admits Mr. McMahon. "I always have."

It took a degree in Business Administration/Marketing at East Carolina University, followed by several unproductive years selling aiding machines and ice-cream accessories, before Mr. McMahon convinced his father to bring him into the family business.

Strangely enough, he'd spent less than a year learning the ropes as a promoter when the senior McMahon "promoted" him as a TV announcer, only moments before a show in Hamburg, PA.

For more than 20 years, Mr. McMahon would remain behind the mic, even after buying World Wrestling Entertainment from his father in 1982 and taking it to unprecedented levels. To this day, many out-of-work regional promoters maintain that he continued doing TV commentary only to smokescreen what he was accomplishing outside of the ring.

The truth is, the Chairman of World Wrestling Entertainment couldn't make a global multimedia juggernaut without breaking a few companies.

So he broke all of them, and took great satisfaction in devouring any wrestling promotion that refused to "join" WWE. As Sgt. Slaughter puts it, "He screwed everybody. That was the part of him that wanted to be the best there is."

Mr. McMahon admits to feeling a tad remorseful after acquiring his last, and greatest, threat—World Championship Wrestling (WCW), the seemingly "unbeatable" organization bankrolled by billionaire Ted Turner—simply because he missed the struggle. So, in 2002, he decided to split Raw and SmackDown into separate brands, effectively creating his own competition.

Despite his vast wealth and social status, Mr. McMahon still loves nothing more than knuckling up. And he'll do it any time, anywhere—inside the ring (where his longtime rivalry with Stone Cold Steve Austin still raises hell within the WWE fan base) or from the boardroom.

He tells those who don't like it that they can kiss his, well, "backside." In fact, he even founded an elite club for doing precisely that.

Raw announcer Jim Ross is convinced that his boss's constant need to fight is what fuels his success. "His competitive nature is what he carries with him every waking moment," he says.

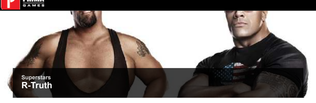
Mr. McMahon agrees, adding that no one better understands than he what it means to be a competitor. "You've got to grab your competition by the throat," he insists, "and squeeze the life out of them."

Breakdown

There is a reason that Mr. McMahon wears a suit. He's a super-charismatic Superstar with a 95 (one of just 14 Superstars to have a 95 or above in Charisma), but he's down in the 60s and 70s in all other attributes.

We enjoyed playing as Mr. McMahon in a Royal Rumble format—he won it in real-life in 1999—because he's not a dominating force and presents a challenge, but he does have the ability to store three Finishers that can each be used as automatic mini-game defenses when your opponents try to force you over the ropes.

Since you're the CEO, nobody's going to say anything when you Ring Escape and use Move Thief to steal your opponent's Finisher, so use these when your opponent is on a roll.



Superstars
R-Truth

Stats

Height: 6'2"
Weight: 228 pounds
Weight Class: Light Heavyweight
From: Charlotte, NC
Career Highlights: United States Champion

Attributes

Strike Power: 80
Grapple Power: 79
Submission: 70
Strike Defense: 85
Grapple Defense: 80
Speed: 80
Agility: 85
Adrenaline: 85
Recovery: 80
Durability: 75
Charisma: 85
Tag Team: 70
Overall: 85

Abilities

Hammer Throw
Outside Dives
Leverage Pin
Resiliency
Springboard Dives

Signature Moves

Lie Detector

Situation: Running

Truth or Consequences

Situation: Standing front

Finishers

Jumping Complete Shot

Situation: Standing front or running

Corkscrew Axekick

Situation: Grounded opponent near head

Bio

R-Truth knows all about hard times. Growing up in the rough neighborhoods of Charlotte, NC, he admits he made some bad decisions in the past. But, R-Truth believes those choices have sculpted him into a much more formidable opponent in the ring.

For Truth, his talent is a blessing. He believes he has been given a second chance in life and has no intention of wasting it.

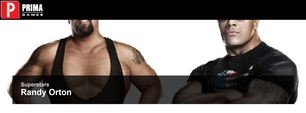
After spending some time in prison, Truth realized that a change was needed from within to get away from a life of crime—a change that has brought him to WWE and a much more positive life. Truth wanted to keep far away from the path he took growing up, and WWE turned out to be his light at the end of the tunnel.

Since making his debut in WWE, Truth has excited members of the WWE Universe young and old with his high-octane offense and rap stylings. But anyone who gets on his bad side inevitably faces a harsh reality: "The Truth" hurts.

Breakdown

The "truth shall set you free," but so will the fact that R-Truth has an aggressive ability set for a mediocre Superstar attribute-wise. He's got some of the coolest Signature move and Finisher names, and they all do great damage to the head.

Use the combination of a Truth or Consequences Signature move and a Corkscrew Axekick Finisher to set up the opponent to quickly enter a groggy state—if they kick out of your pin attempt.



Superstars

Randy Orton

Stats

Height: 6'4"
Weight: 245 pounds
Weight Class : Heavyweight
From: St. Louis, MO
Career Highlights: WWE Champion; World Heavyweight Champion; Intercontinental Champion; World Tag Team Champion; 2009 Royal Rumble winner

Attributes

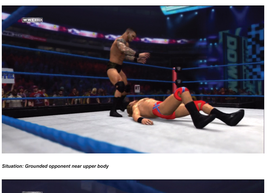
Strike Power: 85
Grapple Power: 85
Submission : 80
Strike Defense : 90
Grapple Defense: 90
Speed: 85
Agility: 85
Adrenaline : 90
Recovery : 90
Durability : 85
Charisma: 90
Tag Team: 80
Overall: 94

Abilities

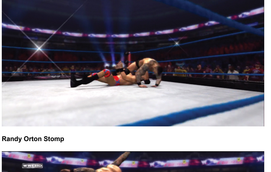
Hammer Throw
Comeback
Resiliency

Signature Moves

Elevated Knee Drop



Situation: Grounded opponent near upper body

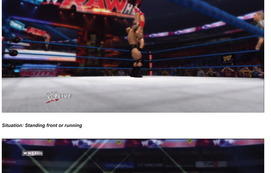


Randy Orton Stomp

Situation: Grounded opponent near upper body

Finishers

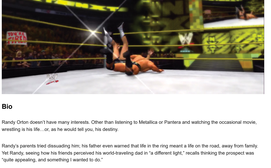
RKO



Situation: Standing front or running

Punt Kick

Situation: Corner vs. grounded opponent



Bio

Randy Orton doesn't have many interests. Other than listening to Metallica or Pantera and watching the occasional movie, wrestling is his life...or, as he would tell you, his destiny.

Randy's parents tried dissuading him, his father even warned that life in the ring meant a life on the road, away from family. Yet Randy, seeing how his friends perceived his world-traveling dad in "a different light," recalls thinking the prospect was "quite appealing, and something I wanted to do."

Back home in St. Louis, Orton accompanied his father backstage at a local WWE live event in late 1999. He left the show with an opportunity to try out in Stamford, which soon resulted in a developmental deal to train at Ohio Valley Wrestling. Orton quickly rose through OVW's ranks, and in April 2002, he officially made his WWE debut as a member of SmackDown.

The third-generation Superstar had at last fulfilled his dream, though a long-standing rivalry with Mick Foley (and a brutal Hardcore match at Backlash in 2004 that Orton remembers as one of his greatest contests) provided him with a new purpose: What better way to make himself a WWE legend than to destroy the legends before him?

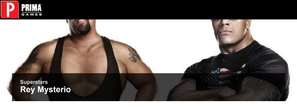
Since then, many WWE legends have fallen to Randy Orton. And many more will follow.

It's his destiny.

Breakdown

Here's your cover Superstar, and he is one of the most fun to play. From his super-sweet Wake-Up Taunt to the Comeback ability, there might be nothing more fun than calling a pricey opponent to his feet for a running RKO Finisher.

Randy Orton is strong defensively and only drops below 85 in Tag Team (80) and Submission (80). He's a well-rounded Superstar and plays even better than his already awesome 94 Overall rating. His Charisma is a 90, and his taunt animations are quick to complete, minimizing opponent interruptions and further helping that momentum climb.



Superstars

Rey Mysterio

Stats

Height: 5'6"
Weight: 175 pounds
Weight Class: Cruiserweight
From: San Diego, CA
Career Highlights: WWE Champion; World Heavyweight Champion; Intercontinental Champion; Cruiserweight Champion; WWE Tag Team Champion; WCW Tag Team Champion; WCW Cruiserweight Tag Team Champion; Royal Rumble winner (2006)

Attributes

Strike Power : 80
Grapple Power : 70
Submission : 70
Strike Defense : 90
Grapple Defense: 95
Speed: 90
Agility : 90
Adrenaline: 95
Recovery : 95
Durability: 75
Charisma : 90
Tag Team: 85
Overall: 91

Abilities

Resiliency
Comeback
Outside Dives
Springboard Dives
Leverage Pin

Signature Moves

Mysterio Middle Kick

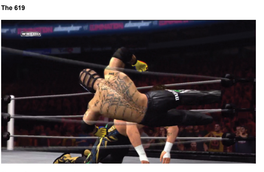
Situation: Grounded opponent near side

Lou Thesz Press 2

Situation: Irish Whip rebound or running

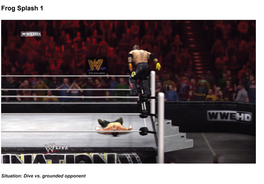
Finishers

The 619

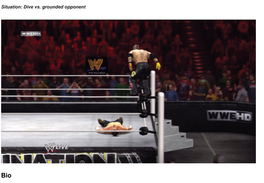


Situation: Groggy against second rope

Frog Splash 1



Situation: Dive vs. grounded opponent



Bio

Exploding onto the WWE scene in the mid-1990s, the colorfully masked Rey Mysterio quickly redefined the way the game was played in the ring. From his awe-inspiring West Coast Pop to his trademark 619, Mysterio is on the cutting edge of wrestling excellence.

The definitive high-flying Superstar, Mysterio, despite his size, is an innovative underdog that fans of all ages have grown to respect and love.

Rey's impressive championship résumé ranks up there with the all-time greats. His World Championship reign complemented eight Cruiserweight Championships, four WWE Tag Team Championships, and one Royal Rumble win.

Becoming a World Champion is something he aspired to do all his life. While growing up in San Diego, Rey Mysterio always wanted to be a wrestling Superstar.

As a young teenager, he followed his dreams by training in the unpredictable and high-flying Mexican lucha libre style of wrestling.

His training and early career in Tijuana, Mexico, led him to an even bigger stage—first in ECW and then WCW, where he revolutionized the fast, high-impact style you now associate with the "Master of the 619."

Despite an obvious size disadvantage, Mysterio has boldly taken on all comers over the years, including the late, great Eddie Guerrero, Kane, Big Show, Randy Orton, Mark Henry, The Great Khali, Finlay, Chavo Guerrero, JBL, and Chris Jericho.

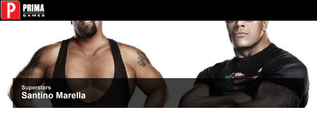
Breakdown

What else can you say about Rey Mysterio? He's so awesome he has his own section on his 619 Finisher in the in-game manual. Performing the move will take a little bit of setup, but it very well may be the most satisfying move in the game. Attack the head with running grapples from the rear (Bulldogs) and running strikes (Flying Wheel Kick).

Rey Mysterio is one of the top three with his 95 Grapple Defense and he's strong with a 90 Strike Defense, so reversals should come fairly easily.

Set up the 619: Build up your momentum and damage the opponent's head so he starts to go groggy. Store your Finisher by pressing down on the right analog stick.

Drive the opponent back to the ropes with a strike combination and he'll go groggy and lean against the ropes (don't accidentally strike him out of the ring, though!). Move close and flick the right analog stick down to move him to the second rope. Press the Finisher button and smile.



Superstars

Santino Marella

Stats

Weight: 227 pounds
Weight Class : Light Heavyweight
From : Calabria, Italy
Career Highlights : Intercontinental Champion, WWE Tag Team Champion

Attributes

Strike Power : 70
Grapple Power : 65
Submission: 60
Strike Defense : 60
Grapple Defense : 65
Speed : 80
Agility : 80
Adrenaline: 85
Recovery: 70
Durability: 60
Charisma : 85
Tag Team: 85
Overall: 77

Abilities

Move Thief
Leverage Pin

Signature Moves

Diving Headbutt 2

Situation: Corner opponent front

Headbutt 4

Situation: Grounded opponent near side

Finishers

Santino Cobra

Situation: Standing front

Santino Stunner

Situation: Standing front

Bio

It will forever be known as the "Milan Miracle." On the night of April 16, 2007, in Milan, Italy, Mr. McMahon issued a challenge to anyone in the audience to battle the reigning Intercontinental Champion, Umaga, in a title match. As expected, no one was itching to face the Samoan Bulldozer.

Enter Santino Marella.

Marella, perched in the front row, not only volunteered, he also got off to a surprisingly quick start. After a sprinkle of divine intervention, the Italian became the new Intercontinental Champion in one of the most improbable moments in Raw history. Such is the career of Santino Marella.

Although he has usually proven the least likely—albeit funniest—Superstar in most matches, Marella has earned his share of championships, as both an individual and a tag partner.

A favorite with the "Santino Universe," the lovable Italian has always been a true showman. Today, whether he's loved or hated, with Marella in a match the WWE Universe knows they're going to be entertained.

Breakdown

Santino Marella has brought a bit of taunting silliness to the WWE, and that is why you want to play as him. There's something about the Santino Cobra Finisher that is satisfying in its ridiculousness.

After a bit of practice, let your buddy choose John Cena or Undertaker, use the Move Thief ability to steal their Finisher, and when you successfully launch your Santino Cobra you'll have bragging rights forever.

Santino Marella struggles in power and defense, but he's not too shabby otherwise. Make him your tag team partner.

Superstars

Sheamus

Stats

Height: 6'6"
Weight: 272 pounds
Weight Class: Heavyweight
From : Dublin, Ireland
Career Highlights : WWE Champion; United States Champion; 2010 King of the Ring

Attributes

Strike Power: 80
Grapple Power: 85
Submission : 80
Strike Defense: 80
Grapple Defense : 75
Speed : 70
Agility: 65
Adrenaline: 75
Recovery : 80
Durability: 85
Charisma: 85
Tag Team: 75
Overall: 87

Abilities

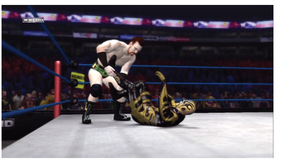
Hammer Throw
Resiliency
Ring Escape

Signature Moves

Irish Curse

Situation: Standing front

Cloverleaf



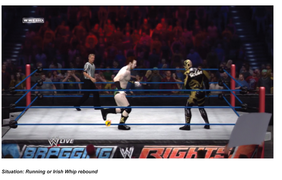
Situation: Breaking Point Submission grounded opponent near legs

Finishers

High Cross 2

Situation: Standing front

Brogue Kick



Situation: Running or Irish Whip rebound

Bio

First proving himself in ECW, Sheamus quickly catapulted himself through the ranks of the Land of the Extreme on an absolute warpath, becoming one of WWE's top Superstars.

With his trademark fiery red hair, pale complexion, and intimidating physique, Sheamus had no need to be dancing around with any leprechauns to prove his heritage as a native son of Eire.

The "Celtic Warrior" quickly planted the flag of great Irish tradition, making a meteoric rise to the illustrious WWE Championship with a stunning victory over John Cena. And that would only be the beginning.

In a relative short span of time, Sheamus has accomplished what other Superstars work their entire careers to attain.

And any Superstar with the guts to take him on will face more than the "luck of the Irish." They will also be taking on the pure brutality of one of its most dangerous countrymen.

Breakdown

You'll become very close with Sheamus in the Road to WrestleMania. He's a solid Superstar all the way around, with no real weaknesses other than his poor Agility rating of 65. He's a fairly powerful grappler, and his taunts are quick to perform to take advantage of his pretty-good 85 Charisma.

For multiple opponent matches: Stay away from the High Cross Finisher unless you have enough space. It takes forever to set up, and your other opponents will just break up the attempt. In these situations, run at opponents and blast them with a Brogue Kick Finisher.

Superstars
Sin Cara

Stats

Height : 5'7"
Weight : 175 pounds
Weight Class : Cruiserweight
From : Mexico City, Mexico

Attributes

Strike Power : 75
Grapple Power: 55
Submission: 90
Strike Defense: 75
Grapple Defense: 100
Speed: 100
Agility : 100
Adrenaline : 100
Recovery : 75
Durability : 55
Charisma: 80
Tag Team : 85
Overall : 85

Abilities

Resiliency
Outside Dives
Springboard Dives
Leverage Pin

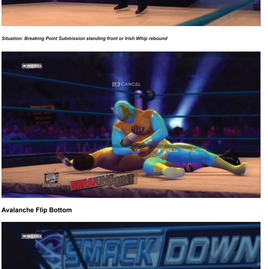
Note

Run and hold + on Xbox or R on PS3 and press the Finisher button to execute the Tilt-A-Whirl Small Package Signature move.

Signature Moves

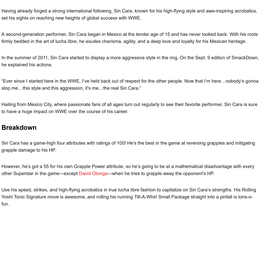
Rolling Yoshi Tonic

Situation: Running



Tilt-A-Whirl Small Package

Situation: Running

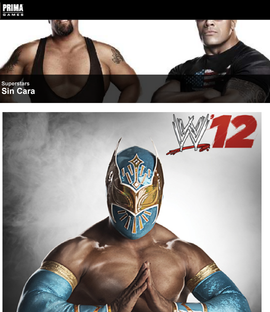


Finishers

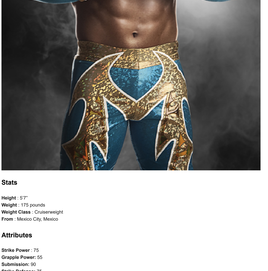
Tilt-A-Whirl Armbar

Situation: Breaking Point Submission standing front or Irish Whip rebound

Avalanche Flip Bottom



Situation: Corner opponent top rope front



Bio

One of the most popular and respected performers on the world stage became a welcome addition to WWE, where he debuted on Monday Night Raw the night after WrestleMania XXVII.

Having already forged a strong international following, Sin Cara, known for his high-flying style and awe-inspiring acrobatics, set his sights on reaching new heights of global success with WWE.

A second-generation performer, Sin Cara began in Mexico at the tender age of 15 and has never looked back. With his roots firmly bedded in the art of lucha libre, he exudes charisma, agility, and a deep love and loyalty for his Mexican heritage.

In the summer of 2011, Sin Cara started to display a more aggressive style in the ring. On the Sept. 9 edition of SmackDown, he explained his actions.

"Ever since I started here in the WWE, I've held back out of respect for the other people. Now that I'm here…nobody's gonna stop me…this style and this aggression, it's me…the real Sin Cara."

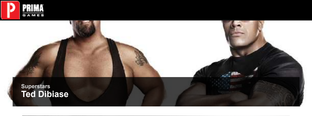
Hailing from Mexico City, where passionate fans of all ages turn out regularly to see their favorite performer, Sin Cara is sure to have a huge impact on WWE over the course of his career.

Breakdown

Sin Cara has a game-high four attributes with ratings of 100! He's the best in the game at reversing grapples and mitigating grapple damage to his HP.

However, he's got a 55 for his own Grapple Power attribute, so he's going to be at a mathematical disadvantage with every other Superstar in the game—except David Otunga—when he tries to grapple away the opponent's HP.

Use his speed, strikes, and high-flying acrobatics in true lucha libre fashion to capitalize on Sin Cara's strengths. His Rolling Yoshi Tonic Signature move is awesome, and rolling his running Tilt-A-Whirl Small Package straight into a pinfall is tons-o-fun.



Superstars

Ted Dibiase

Stats

Height: 6'3"
Weight: 235 pounds
Weight Class: Light Heavyweight
From: West Palm Beach, FL
Career Highlight : World Tag Team Champion

Attributes

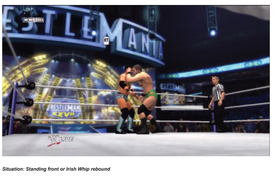
Strike Power : 70
Grapple Power: 75
Submission: 80
Strike Defense: 70
Grapple Defense: 75
Speed: 70
Agility: 75
Adrenaline: 80
Recovery : 75
Durability : 65
Charisma: 75
Tag Team: 80
Overall: 80

Abilities

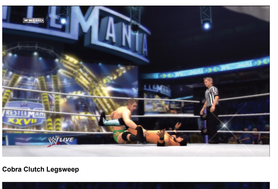
Hammer Throw
Ring Escape

Signature Moves

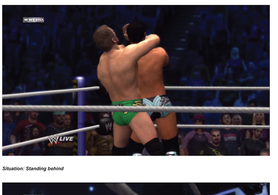
Spinebuster 3



Situation: Standing front or Irish Whip rebound



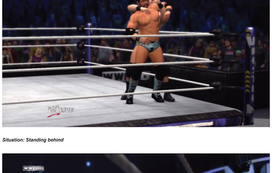
Cobra Clutch Legsweep



Situation: Standing behind

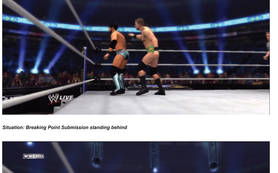
Finishers

Dream Street



Situation: Standing behind

Cobra Clutch



Situation: Breaking Point Submission standing behind

Bio

Ted DiBiase is the scion of true wrestling greats. Not only is he the son of WWE Hall of Famer "The Million Dollar Man" Ted DiBiase, but he is the grandson of "iron" Mike DiBiase.

The third-generation Superstar's place in WWE didn't come without hard work, however. In spite of his privileged upbringing, the younger DiBiase paid his dues for years.

He trained with WWE Hall of Famer Harley Race and dominated the independent circuit, all in preparation for his WWE debut.

DiBiase has made it clear he has one thing on his mind—championship glory—which he got his first taste of by winning the World Tag Team title alongside Cody Rhodes at Night of Champions 2008.

Having also embarked on a career in Hollywood, DiBiase made his feature film debut in WWE Studios' The Marine 2.

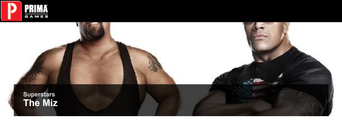
Following his foray into cinema, DiBiase went right back to focusing on his in-ring career. Through rough patches or smooth sailing, The "Fortune Son" will always be a determined competitor.

DiBiase is accustomed to getting what he wants, and what he wants is to live up to the legacy of his father. Though it's a lofty aspiration, with his breeding and training it seems like an attainable one.

Breakdown

Ted DiBiase will challenge you against the tougher opponents with his 80 overall rating. He's a fair grappler and a pretty weak striker. Use the environment and ringside to help you inflict damage on your opponent.

Use his Dream Street Finisher to damage the body—it's a transition from a Cobra Clutch to a Chokeslam Finisher that does good damage. His 80 Submission rating will help finish his Cobra Clutch Finisher after you've weakened your opponent a bit.



Superstars
The Miz

Stats

Height : 6'1"
Weight: 231 pounds
Weight Class : Light Heavyweight
From : Cleveland, OH
Career Highlights: WWE Champion; United States Champion; WWE Tag Team Champion; World Tag Team Champion; Unified Tag Team Champion

Attributes

Strike Power : 80
Grapple Power: 80
Submission : 80
Strike Defense: 85
Grapple Defense: 85
Speed : 80
Agility : 70
Adrenaline : 80
Recovery: 85
Durability : 75
Charisma : 95
Tag Team: 90
Overall: 90

Abilities

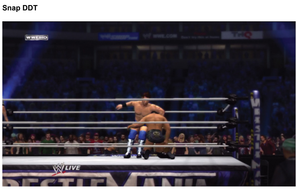
Resiliency
Hammer Throw
Ring Escape

Signature Moves

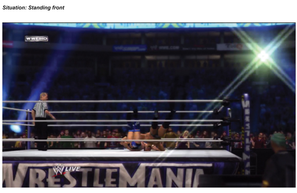
Big Boot 3

Situation: Running or Irish Whip rebound

Snap DDT

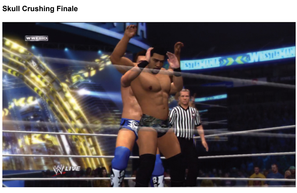


Situation: Standing front



Finishers

Skull Crushing Finale



Situation: Standing behind

Bio

If you ask the self-proclaimed "Awesome One," all the ladies want him and all the guys want to be him. And, quite frankly, it's hard to argue otherwise.

A devoted WWE fan his whole life, Mike "The Miz" Mizanin competed on the fourth season of Tough Enough in hopes of winning a contract to become a WWE Superstar.

After finishing as the runner up, The Miz didn't give up on his dream and continued to train once the Tough Enough competition ended.

Now, his hard work is being rewarded as the reality TV alum with the frat boy looks, sophomoric humor, and explosive intensity is living out his dream as a Superstar in WWE.

Alongside John Morrison, The Miz won the WWE Tag Team Championship, defeating Montel Vontavious Porter and Matt Hardy on SmackDown.

The Dirt Sheet duo dominated WWE's tag team division as well as WWE.com's Original Series with their irreverent antics and shenanigans until they were split apart with the 2009 WWE Draft.

Since then, The Miz has gone on to win the United States Championship and the Unified Tag Team Championship, covering himself in gold—but the egotistical Superstar wouldn't rest until he had the WWE title in his grasp.

The Miz won the Raw Money in the Bank Ladder Match in July 2010, earning a WWE title opportunity at the time and place of his choosing.

The "Awesome One" was seldom seen without his red Money in the Bank briefcase for months following that pivotal victory, reminding whoever held the WWE Championship that it was only a matter of time before The Miz would strike and take what he believed was rightfully his.

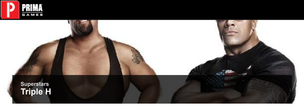
On the Nov. 22, 2010, edition of Monday Night Raw, The Miz finally made good on his persistent threats, successfully cashing in his WWE title opportunity on a vulnerable Randy Orton to capture the most prestigious prize in sports-entertainment.

With a Skull Crushing Finale on WWE's "Apex Predator", The Miz ushered in "The Era of Awesome".

Breakdown

The Miz has solid attributes and very few weaknesses. However, his Power ratings are just 80, and his Finisher, the Skull Crushing Finale, we do not find very "awesome."

But, between his Resiliency and Ring Escape abilities, he can be a slippery Superstar to pin. His Charisma rating is 95—ah, the power of suggestion at work. Taunt to quickly build momentum for Signature moves and his Finisher.



Superstars
Triple H

Stats

Height: 6'4"
Weight: 255 pounds
Weight Class : Heavyweight
From: Greenwich, CT
Career Highlights : WWE Champion, World Heavyweight Champion, Intercontinental Champion; Unified WWE Tag Team Champion; World Tag Team Champion; European Champion; King of the Ring (1997); Royal Rumble winner (2002)

Attributes

Strike Power : 85
Grapple Power : 90
Submission: 85
Strike Defense: 85
Grapple Defense : 90
Speed: 70
Agility : 70
Adrenaline : 75
Recovery : 85
Durability : 85
Charisma: 95
Tag Team: 90
Overall: 83

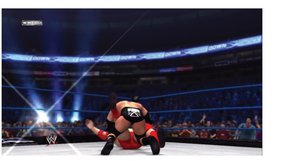
Abilities

Move Thief
Hammer Throw
Resiliency
Comeback

Signature Moves

Spinebuster 4

Situation: Standing front or Irish Whip rebound



Spinebuster 8

Situation: Standing front or Irish Whip rebound

Finishers

Pedigree 2

Situation: Standing front

Pedigree 1

Situation: Standing front or Irish Whip rebound

Bio

For a moment, forget all the monikers and catchphrases. Overlook the seemingly countless championships and tournaments he has won. Ignore the fact that he has spearheaded two of the most important factions in WWE history and overcome what the pundits considered a career-ending injuries. You need only two words to properly sum up Triple H: The Game.

After enrolling in Walter "Killer" Kowalski's Pro Wrestling School in Malden, MA, the future "Cerebral Assassin" trained four days a week under Kowalski's "tough love" tutelage, then divided his weekends between wrestling in the independent circuit and managing a Gold's Gym in Nashua.

Almost inconceivably, he would have to fly himself down to Atlanta in 1993, to convince then-new VP Eric Bischoff that he was "good enough" to join the World Championship Wrestling roster.

Fortunately, the unlimited potential he showed at World Championship Wrestling quickly got him noticed at World Wrestling Entertainment; by May 1995, "Hunter Hearst-Helmsley" (a name that soon became more identifiable as Triple H) would make his WWE debut. And the rest, as they say, is history.

More than 20 years after entering that small Nashua gym, Triple H maintains the strictest of training regimens, incorporating techniques from world-renowned fitness trainers like Charles Glass.

Such dedication has provided him with the fortitude to become a Grand Slam champion; the wisdom to shepherd the "Evolution" of then-newcomers Randy Orton and Batista to WWE Superstardom; the charisma to star in feature films, television shows, and commercials; the savvy to become WWE's Chief Operating Officer; and the stamina to pull countless sophomoric pranks on Mr. McMahon as a founder of D-Generation X. And it's precisely what makes him "that damn good."

Breakdown

Triple H has a 95 Charisma and some of the quickest taunt animations in the game—three out of the four taunts take two seconds or less to complete (down, up, and right on the D-pad)—so abuse this often to rack up momentum.

His Spinebuster Signature moves are awesome directional throws to blast opponents into objects, but his Pedigree Finisher can take a long time to set up if there is a group of opponents around to break it up. Use big slams from his 99 Grapple Power to open up HP on your opponents.

Superstars
Tyson Kidd

Stats

Weight: 199 pounds
Weight Class : Cruiserweight
From: Calgary, Alberta, Canada
Career Highlights: Unified Tag Team Champion; WWE Tag Team Champion

Attributes

Strike Power: 65
Grapple Power : 60
Submission: 80
Strike Defense: 70
Grapple Defense: 80
Speed: 90
Agility : 85
Adrenaline: 90
Recovery : 80
Durability : 55
Charisma : 65
Tag Team: 85
Overall: 78

Abilities

Outside Dives
Springboard Dives
Leverage Pin
Hammer Throw
Ring Escape

Signature Moves

The Code Blue

Situation: Standing front

Running Dropkick

Situation: Standing front or Irish Whip rebound

Finishers

Spin Fisherman Suplex 2

Situation: Standing front

Sharpshooter

Situation: Breaking Point Submission grounded opponent near legs

Bio

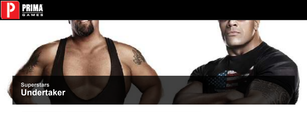
Tyson Kidd first came up in the legendary Hart Family Dungeon. His combination of explosiveness and his sound technical style immediately made him a competitive force in WWE.

The last graduate of the Dungeon before the renowned facility closed its doors, Kidd was able to learn the teachings of the legendary Stu Hart, who constantly told him to "show his guts." That's exactly what he does in the ring and with his unique hairstyle.

As part of The Hart Dynasty, Kidd helped Bret Hart defeat Vince McMahon at WrestleMania XXVI. With his superb athleticism and incomparable flair, Kidd is certain to carry on the Hart legacy for years to come.

Breakdown

Tyson Kidd is a pretty fast Superstar (90) with decent Grapple Defense (80), but he struggles in Charisma (65), Strike Power (65), and Grapple Power (60). He's also easily submitted with a game-worst 55 Durability. Use his Springboard Dive and Outside Dive abilities to capitalize on his speed, and stay out of your opponent's range.



Superstars
Undertaker

Stats

Height: 6'10"
Weight: 299 pounds
Weight Class: Super Heavyweight
From: Death Valley, CA
Career Highlights: WWE Champion; World Heavyweight Champion; World Tag Team Champion; WCW Tag Team Champion; Hardcore Champion; undefeated at WrestleMania (19-0)

Attributes

Strike Power: 90
Grapple Power: 90
Submission: 100
Strike Defense: 90
Grapple Defense : 85
Speed: 75
Agility: 70
Adrenaline: 75
Recovery : 90
Durability: 90
Charisma : 95
Tag Team : 95
Overall: 96

Abilities

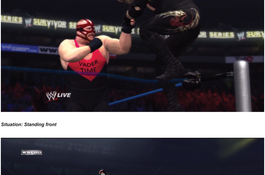
Hammer Throw
Resiliency
Comeback
Outside Dives

Signature Moves

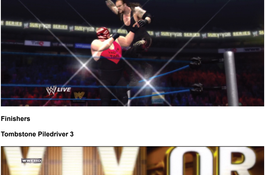
The Last Ride

Situation: Standing front

Old School

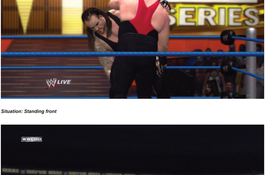


Situation: Standing front



Finishers

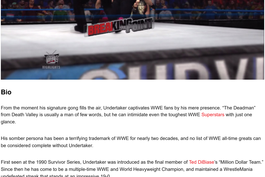
Tombstone Pilledriver 3



Situation: Standing front

Hell's Gate

Situation: Breaking Point Submission grounded opponent near legs



Bio

From the moment his signature gong fills the air, Undertaker captivates WWE fans by his mere presence. "The Deadman" from Death Valley is usually a man of few words, but he can intimidate even the toughest WWE Superstars with just one glance.

His somber persona has been a terrifying trademark of WWE for nearly two decades, and no list of WWE all-time greats can be considered complete without Undertaker.

First seen at the 1990 Survivor Series, Undertaker was introduced as the final member of Ted DiBiase's "Million Dollar Team." Since then he has come to be a multiple-time WWE and World Heavyweight Champion, and maintained a WrestleMania undefeated streak that stands at an impressive 19-0.

The Deadman has defeated such Superstars as Randy Orton, Triple H, Sycho Sid, Stone Cold Steve Austin, Bret "Hit Man" Hart, and Jake "The Snake" Roberts to earn his many titles and keep his WrestleMania streak intact. In October 2007, The Deadman also became the first man to break free from The Great Khali's Vise Grip to defeat the 7-foot-3, 420-pound colossus as well.

Throughout his time in WWE, Undertaker has notoriously disappeared for months at a time; often thought dead and "resting in peace," "The Phenom" always mysteriously returns to the ring to seek vengeance against those who have sent him away.

From Yokozuna to Kane to Edge, Undertaker always finds a way to claim the souls of those who have wronged him.

Breakdown

Undertaker is the highest-rated Superstar, with an Overall of 96, partly because of his 95 Tag Team rating. But, he's a monster with submissions with a 100 rating, and he builds up momentum quickly with a 95 Charisma.

His Power ratings both come in at 90, and he's got the built-in Comeback ability too. Breaking down your opponent's head HP with strikes and then locking in a Hell's Gate Breaking Point Submission is great way to finish a match. Most of his big grapples attack the body HP, so use the Limb-Targeting System to check HP, and attack the head specifically.

Superstars
Vladimir Kozlov

Stats

Height: 6'8"
Weight: 302 pounds
Weight Class: Super Heavyweight
From : Moscow, Russia
Career Highlight: WWE Tag Team Champion

Attributes

Strike Power: 70
Grapple Power: 85
Submission : 80
Strike Defense: 80
Grapple Defense: 80
Speed : 70
Agility : 60
Adrenaline : 65
Recovery: 65
Durability: 80
Charisma : 80
Tag Team : 80
Overall: 80

Abilities

Hammer Throw

Signature Moves

Belly to Belly 2

Situation: Standing front or Irish Whip rebound

Fallaway Slam 2

Situation: Standing front

Finishers

Iron Curtain

Situation: Standing front or Irish Whip rebound

Reverse DDT 2

Situation: Standing front

Bio

From Russia, With Love may be a classic film in the 007 series, but it certainly wasn't a phrase one would use to describe the bruiser known as Vladimir Kozlov.

A hulking 6-foot-8, 300-pounder, the aggressive Kozlov was dangerous both inside and outside of the ring. Trained in several different fighting styles—including Sambo, judo, and kickboxing—the Russian Superstar was a brutal, no-nonsense assassin once he stepped between the ropes. All business in the ring, "The Moscow Mauler" punished opponents with his vicious style, showing little emotion.

Prior to his stint in WWE, Kozlov was quite successful in his chosen disciplines. He was a former USA Open Heavyweight Sambo Champion and United States Kickboxing Association International Grappling Champion, as well as a former member of the Ukrainian national football team.

Breakdown

Vladimir Kozlov is a big Super Heavyweight and a decent grappler with an 85 Grapple Power rating. He's got pretty good Defense ratings (both are 80) but comes up short in Strike Power for a big guy, with just a 70 rating. His lone ability is the Hammer Throw, so use it to sling opponents into the corner posts to help rack up some HP damage to your opponents.

Superstars
Wade Barrett

Stats

Height: 6'5"
Weight: 299 pounds
Weight Class: Super Heavyweight
From : Manchester, England
Career Highlights : Intercontinental Champion; NXT season one winner

Attributes

Strike Power : 85
Grapple Power : 80
Submission : 70
Strike Defense: 90
Grapple Defense : 80
Speed : 70
Agility : 70
Adrenaline : 80
Recovery : 80
Durability :75
Charisma: 80
Tag Team: 90
Overall : 87

Abilities

Hammer Throw
Ring Escape

Signature Moves

Diving Elbow Drop 9

Situation: Corner opponent front

Sidewalk Slam 2

Situation: Standing front or Irish Whip rebound

Finishers

Wasteland

Situation: Standing front

Bio

Wade Barrett, a tall, well-built Brit, brings a strong barekknuckle fighting background to WWE. Confident and eloquent, Barrett isn't afraid to speak whatever's on his mind. He's notably obsessed with supremacy and will do anything in order to achieve it.

Since coming to WWE prominence as the winner of WWE NXT season one, Barrett has worked tirelessly—not only to step into the limelight, but to dominate it—thrusting himself into infamous notoriety time and time again.

Whether as a prominent member of powerful groups of intimidation (The Nexus and The Corre), showing his championship mettle by capturing the Intercontinental title, or sticking it to everyone from John Cena to Big Show to WWE Chairman Mr. McMahon, Barrett has demonstrated that might most certainly makes right.

As long as there is authority, Wade Barrett will pursue his path of destined destruction with unrelenting aggression and resolve. The only question is, where will this devious grappler will strike next?

Breakdown

Wade Barrett is a decently strong striker with an 85 Strike Power and a 90 Strike Defense, but he lands pretty much in the middle for every other category.

Ring Escape if you get into trouble, and take the fight out onto ringside to deal out some serious damage—strikes out of the ring are also awarded the 1.5× Out of Ring damage multiplier. Jab a couple of quick strikes and a running Clothesline strong strike for another 1.5× damage multiplier factored in.

Superstars
William Regal

Stats

Height: 6'2"
Weight: 240 pounds
Weight Class: Heavyweight
From : Blackpool, England
Career Highlights : Intercontinental Champion; World Tag Team Champion; European Champion; Hardcore Champion; WCW Television Champion; WWE Commissioner; Alliance Commissioner; Raw General Manager; 2008 WWE King of the Ring

Attributes

Strike Power: 75
Grapple Power : 75
Submission: 85
Strike Defense: 65
Grapple Defense: 80
Speed : 65
Agility: 65
Adrenaline : 75
Recovery : 75
Durability : 65
Charisma: 75
Tag Team : 75
Overall : 79

Abilities

Hammer Throw
Ring Escape

Signature Moves

Power of the Punch

Situation: Standing front

Finishers

Knee Trembler

Situation: Running or Irish Whip rebound

Regal Plex

Situation: Standing behind

Bio

Normally, William Regal is one of WWE's most smug and haughty Superstars. A distinguished Englishman, Regal finds most others crass and downright unworthy of his time.

While presenting himself as a dignified man away from the ring, Regal is a sadistic mat technician inside the squared circle, taking great pleasure in torturing his adversaries with stiff strikes and brutal submission holds.

Learning the ropes as a young teenager, the native of Blackpool, England, traveled across the United Kingdom wrestling in carnivals.

Facing off against challengers from the carnival circuit as well as from the crowd, Regal quickly garnered a reputation as a lethal opponent, with fists of iron and dozens of different holds to render his adversaries helpless.

Always interested in sharpening his tools as an in-ring competitor, Regal traveled across the world, winning several championships in Europe, the Middle East, and Japan.

After finding further success in WCW, Regal carved his tremendous legacy in WWE, winning numerous championships and accolades that would forever cement his place of greatness.

His crowning achievement, however, was when he became truly regal, winning the prestigious 2008 WWE King of the Ring Tournament.

Part English gentleman, part Blackpool brawler, Sir William Regal stands as one of the most dangerous grapplers on the WWE roster today. And there is no telling when the fierce competitor will drop his more dignified persona to put a disagreeable Superstar in his place.

Breakdown

William Regal plays a key role in the Road to WrestleMania, so you'll get to know him well. For such a pompous Superstar, his attributes fall to the lower end of each category, and he ends up with just a 79 Overall rating.

His best attribute is an 85 in Submission, but arguably his best technique is the Power of the Punch, where he slaps on a set of brass knuckles and unloads a vicious, looping overhand left to his opponent's head. Use this to set up a Finisher.

Superstars
Yoshi Tatsu

Stats

Height: 6'1"
Weight : 220 pounds
Weight Class: Light Heavyweight
From: Tokyo, Japan

Attributes

Strike Power : 75
Grapple Power: 60
Submission: 55
Strike Defense: 85
Grapple Defense : 60
Speed: 85
Agility : 85
Adrenaline : 95
Recovery : 70
Durability: 55
Charisma: 70
Tag Team: 60
Overall: 75

Abilities

Hammer Throw
Outside Dives
Leverage Pin
Springboard Dives

Signature Moves

Parallel Snapmare

Situation: Standing front

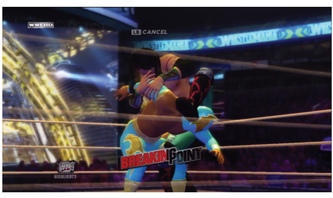
Finishers

High Kick

Situation: Standing front.

Octopus Stretch

Situation: Breaking Point Submission standing front or Irish Whip rebound



Bio

The skilled, energetic Yoshi Tatsu first exploded onto the WWE scene—via ECW—in June 2009. After scoring an impressive high-profile victory in his debut match, the Japanese Superstar quickly became a favorite of the WWE Universe.

Armed with a unique, high-octane style, the gifted performer proudly carried the spirit of the Land of the Rising Sun with him, competing with WWE's ring warriors around the globe.

Showing off his extraordinary kicks and exciting style, Tatsu has never failed to entertain WWE fans worldwide. He debuted a new, more aggressive look in September 2011 while a WWE Pro on WWE NXT Redemption.

Breakdown

Yoshi Tatsu is pretty quick and has a 95 Adrenaline rating. But, as a grappler, it's pretty grim with 60s in Grapple Power and Grapple Defense, and 55s in Durability and Submission. Keep the match a striking bout and then use the ropes to your advantage with his Springboard Dives and Outside Dives.

Superstars

Zack Ryder

Stats

Height: 6'1"
Weight: 214 pounds
Weight Class : Light Heavyweight
From : Long Island, NY
Career Highlights: WWE Tag Team Champion; Assistant to the SmackDown General Manager

Attributes

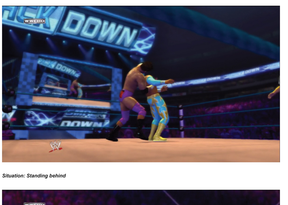
Strike Power: 65
Grapple Power : 65
Submission: 60
Strike Defense: 65
Grapple Defense : 65
Speed: 75
Agility: 75
Adrenaline : 80
Recovery : 70
Durability : 65
Charisma : 75
Tag Team: 75
Overall : 75

Abilities

Hammer Throw
Leverage Pin
Ring Escape
Outside Dives

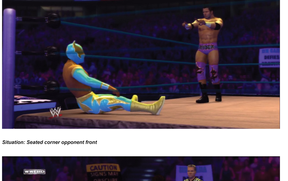
Signature Moves

Saving Grace



Situation: Standing behind

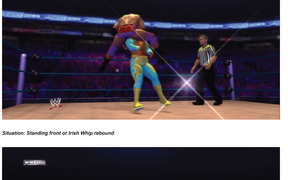
Broski Boot



Situation: Seated corner opponent front

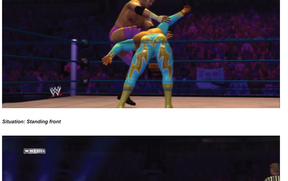
Finishers

Rough Ryder

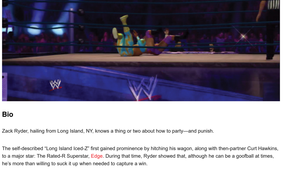


Situation: Standing front or Irish Whip rebound

Zack Attack



Situation: Standing front



Bio

Zack Ryder, hailing from Long Island, NY, knows a thing or two about how to party—and punish.

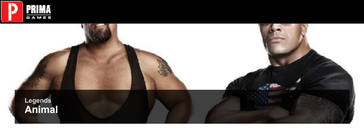
The self-described "Long Island Iced-Z" first gained prominence by hitching his wagon, along with then-partner Curt Hawkins, to a major star: The Rated-R Superstar, Edge. During that time, Ryder showed that, although he can be a goofball at times, he's more than willing to suck it up when needed to capture a win.

Whether on Friday nights on SmackDown or reveling in Raw on Mondays, "The Long Island Loudmouth" continues to prove that he has what it takes to hang with the big dogs. "Woo woo woo…You know it!"

Breakdown

Other than having some pretty sweet Finishers and Signature moves, Zack Ryder presents quite the challenge against tougher opponents. His striking, grappling, and submission ratings are all in the 60s, and he's not very quick either, with a just 75 for Speed and Agility.

Use the Broski Boot Signature move to blast your opponent's head HP, and finish with a Rough Ryder to the pin.



Legends
Animal

Stats

Height: 6'1"
Weight: 285 pounds
Weight Class : Super Heavyweight
From: Chicago, IL
Career Highlights: World Tag Team Champion; AWA Tag Team Champion; NWA Tag Team Champion; NWA National Tag Team Champion; NWA International Tag Team Champion; WWE Hall of Fame Class of 2011

Attributes

Strike Power: 85
Grapple Power : 85
Submission: 75
Strike Defense: 80
Grapple Defense: 80
Speed: 65
Agility: 70
Adrenaline: 75
Recovery: 85
Durability: 85
Charisma: 85
Tag Team: 100
Overall: 89

Abilities

Hammer Throw
Resiliency

Signature Moves

Shoulder Block 1

Situation: Running or Irish Whip rebound

Finishers

Powerslam 5

Situation: Irish Whip rebound or standing front

Bio

The Road Warriors are the most dominant tag team in the history of sports-entertainment. It is not a topic of debate. It is a fact. Over the course of two decades, the trash-talking, muscle-bound tough guys from the mean streets of Chicago, IL, smashed every team put in front of them and captured championships wherever they went.

Their journey to supremacy began before they ever entered a wrestling ring. After a rough upbringing in the Windy City, Hawk and Animal both moved to Minneapolis, MN, where they became bouncers in some of the toughest joints in the area.

Their huge size and no-nonsense attitudes caught the attention of local grappler Eddie Sharkey, who offered to train the pair. Since they were already dealing with some of the meanest thugs around, it was a natural transition to sports-entertainment for the powerhouses.

In 1982, the team made their debut in Georgia Championship Wrestling. With their hair shaved into wild mohawks and their faces covered in war paint, Hawk and Animal based their look on the post-apocalyptic madmen who wreaked havoc on the badlands in the Mad Max film series.

Their unique appearance immediately brought them attention, but it was the carnage they caused in the ring that truly gave them a following. Led by their manager, Precious Paul Ellering, The Road Warriors wasted no time in capturing their first championship, winning the NWA National Tag Team title in 1983.

After conquering Georgia, The Road Warriors stomped into Verne Gagne's American Wrestling Association and quickly defeated Baron von Raschke and The Crusher to become AWA Tag Team Champions in 1984.

The dominant duo would hold the titles for over a year in the face of serious competition from The Rock 'N' Roll Express, Harley Race and Stan Hansen, and The Freebirds.

With no one left to beat in the AWA, The Road Warriors went on a quest for the NWA Tag Team Championship. They made an immediate impact in 1986 by beating three teams in a single day to win a tag team tournament known as The Crockett Cup.

During this time, the team also began to carve out distinction in Japan by defeating some of the country's top teams. Throughout the years, Hawk and Animal would regularly return to the Land of the Rising Sun and soon became two of the most respected and beloved competitors in the nation.

In the late '80s, the NWA underwent a shakeup and became a part of WCW, but Hawk and Animal's dominance continued unabated.

Now being exposed to a wider audience through Ted Turner's programming, The Road Warriors exploded in popularity as they battered some of sports-entertainment's top teams, including The Four Horsemen, The Varsity Club, and Doom.

With their trophy case overflowing, the team finally arrived in WWE in August of 1990. Now known as The Legion of Doom, the tough guys immediately disposed of Demolition before defeating The Nasty Boys to take the World Tag Team Championship at SummerSlam in 1991.

With this victory, The Legion of Doom became the only duo in the history of sports-entertainment to hold the tag team titles in AWA, NWA, and WWE.

In 1996, The Road Warriors went back to WCW and had several memorable rivalries with the likes of Sting and Lex Luger, The Steiner Brothers, and Harlem Heat. The team couldn't stay away from WWE, though, and returned in 1997.

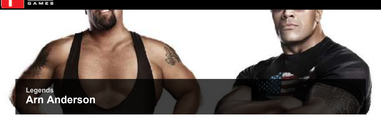
After again working their way up the ranks, they defeated The Godwinns to win their second World Tag Team Championships that same year.

In the many years since The Road Warriors first exploded on the scene in 1982, countless teams have attempted to imitate the explosive duo, but no one ever did it.

It is a testament to Hawk and Animal's unmatched influence that no pair has come close to matching their success, dominance, and wealth of championships. Now, WWE proudly adds one more prize to their legacy—entry into the WWE Hall of Fame.

Breakdown

Animal is a well-rounded, powerful Superstar who is a blast to team up with Hawk in Tag Team matches. His Power, Defense, Recovery, Durability, and Charisma attributes are all decent in the 80s, but unless you're utilizing his 100 Tag Team attribute in a double-team move, you're really dealing with a Superstar with an Overall rating in the lower to mid-80s.



Legends
Arn Anderson

Stats

Height: 6'1"
Weight: 255 pounds
Weight Class: Heavyweight
From: Rome, GA
Career Highlights: World Tag Team Champion; WCW Tag Team Champion; WCW Television Champion

Attributes

Strike Power: 80
Grapple Power: 80
Submission: 80
Strike Defense: 80
Grapple Defense: 80
Speed: 65
Agility: 70
Adrenaline: 75
Recovery: 80
Durability: 75
Charisma: 85
Tag Team: 95
Overall: 87

Abilities

Hammer Throw
Resiliency

Signature Moves

Gourdbuster 2

Situation: Standing front

Finishers

Spinebuster 5

Situation: Irish Whip rebound front

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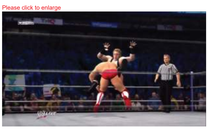

DDT 1

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Situation: Standing front

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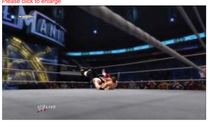


Bio

He is most commonly remembered as "The Enforcer" of one of the most prominent coalitions in wrestling history. But, he also proved he was one of the more tenacious individual competitors for nearly two decades.

Arn Anderson, who joined the legendary Ric Flair, Tully Blanchard, and Ole Anderson to form The Four Horsemen in 1986, was always determined to be a champion in the sport he loved most.

After clawing his way through the ranks, which included stops at various independent wrestling companies throughout the United States, Anderson joined the NWA and alongside Ole captured the NWA National Tag Team Championship in 1985.

He then secured the vacant NWA Television Championship in early '86 before he and Ole united with Flair and Blanchard to wreak havoc on the rest of the competition. Following the departure of Ole from the group in '87, Arn began teaming up exclusively with Blanchard.

They quickly rose to the top of the class and won tag team titles together when they defeated the Rock 'N' Roll Express. Both Anderson and Blanchard signed with WWE in '88 and bonded as The Brain Busters.

They found instant success and became WWE Tag Team Champs when they ended Demolition's extraordinary reign as titleholders. Returning to his old stomping grounds, now called WCW, Double A eventually reclaimed the NWA/WCW Television title multiple times and became a co-holder of the WCW World Tag Team Championship on three different occasions before retiring in 1997 due to various injuries.

Anderson remains involved with WWE today, passing on his extensive ring knowledge to young Superstars and making special appearances on Raw and at various pay-per-view events.

His extraordinary professional wrestling career, nevertheless, will always be cherished by everyone who knew and watched him.

Breakdown

Arn Anderson is a piece of history. He's primarily another tag team Superstar with a Tag Team attribute rating of 95, so his Overall rating of 87 is a little inflated for his one-on-one ability. He's solid and well-rounded in his skills, with 80s all around in Power, Defense, and Submission.

Stats

Height: 6'3"
Weight: 291 pounds
Weight Class : Super Heavyweight
From: Parts Unknown
Career Highlight: World Tag Team Champion

Attributes

Strike Power: 85
Grapple Power: 85
Submission: 80
Strike Defense: 70
Grapple Defense: 80
Speed: 65
Agility: 65
Adrenaline: 70
Recovery: 80
Durability: 85
Charisma: 85
Tag Team: 100
Overall: 88

Abilities

Hammer Throw
Resiliency

Signature Moves

Double Axe Handle Combo

Situation: Standing front

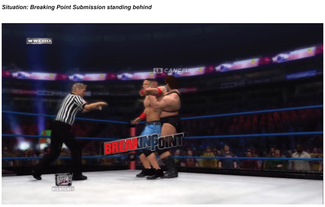
Pendulum Backbreaker

Situation: Standing front

Finishers

Cobra Clutch

Situation: Breaking Point Submission standing behind



Bio

One-half of the legendary tag team Demolition, Ax was one of the most feared competitors of his era. A physical powerhouse, Ax served as a perfect complement to his equally sadistic tag team partner, Smash.

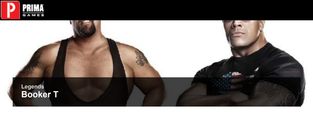
Together, Demolition virtually destroyed their competition and were three-time World Tag Team Champions. The pair was despised by the WWE Universe upon their debut, but fans warmed to the duo, thanks in large part to the abject destruction they left in their wake.

Breakdown

Demolition is one of the most colorful and famous tag team partnerships to ever grace the squared circle. As Ax, break down your opponents with the Limb-Targeting System to open up the possibility for a Breaking Point Submission Finisher.

He finishes his opponents with the Cobra Clutch, and as with other submission artists, in order for the damage to be done you have to finish the submission completely and win (unless submission wins are turned off).

Ax has no way to take advantage of the 3× damage multiplier with a Finisher, so you either submit your opponent or he reverses it and exactly 0 HP of damage is done. Or, visit the Move-Set editor under Creations and add in another Finisher that's not a submission.



Legend
Booker T

Stats

Height: 6'3"
Weight: 253 pounds
Weight Class: Heavyweight
From: Houston, TX
Career Highlights: World Heavyweight Champion; WCW Champion; World Tag Team Champion; WCW World Tag Team Champion; WCW Tag Team Champion; Intercontinental Champion; United States Champion; WCW World Television Champion; Hardcore Champion; 2006 King of the Ring; SmackDown color commentator

Attributes

Strike Power: 80
Grapple Power: 80
Submission: 75
Strike Defense: 85
Grapple Defense: 90
Speed: 75
Agility: 80
Adrenaline: 85
Recovery: 80
Durability: 75
Charisma: 85
Tag Team: 90
Overall: 89

Abilities

Hammer Throw
Resiliency
Move Thief

Signature Moves

Harlem Side Kick

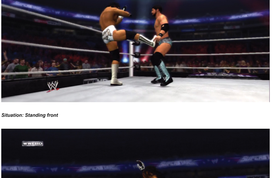
Situation: Standing front

Houston Hangover

Situation: Dive vs. grounded opponent

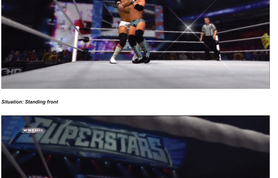
Finishers

Scissors Kick

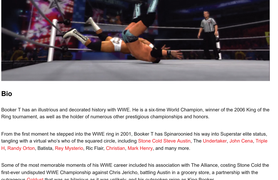


Situation: Standing front

Book End



Situation: Standing front



Bio

Booker T has an illustrious and decorated history with WWE. He is a six-time World Champion, winner of the 2006 King of the Ring tournament, as well as the holder of numerous other prestigious championships and honors.

From the first moment he stepped into the WWE ring in 2001, Booker T has Spinarooned his way into Superstar elite status, tangling with a virtual who's who of the squared circle, including Stone Cold Steve Austin, The Undertaker, John Cena, Triple H, Randy Orton, Batista, Rey Mysterio, Ric Flair, Christian, Mark Henry, and many more.

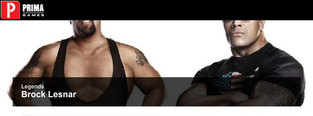
Some of the most memorable moments of his WWE career included his association with The Alliance, costing Stone Cold the first-ever undisputed WWE Championship against Chris Jericho, battling Austin in a grocery store, a partnership with the outrageous Goldust that was as hilarious as it was unlikely, and his outspoken reign as King Booker.

The ultra-charismatic Superstar returned to WWE in 2011 as part of the biggest Royal Rumble in WWE history. He then joined the announce team on SmackDown as a color commentator and became a trainer on USA's hit reality series WWE Tough Enough.

Breakdown

Booker T is a solid 89 Overall, and he is a fun Heavyweight to play. For a middle-of-the-pack Superstar, his Grapple Defense is pretty good, which will make reversing easier.

He's got some pretty stylized Finishers too, in the Book End and the Scissors Kick, which make playing as Booker T interesting and a bit of a throwback experience. He's got the Move Thief ability, so use that whenever you can to steal your opponent's Finisher.



Legend
Brock Lesnar

Stats

Height: 6'3"
Weight: 295 pounds
Weight Class: Heavyweight
From: Minneapolis, MN
Career Highlights: WWE Championship, WWE King of the Ring winner (2002), Royal Rumble winner (2003)

Attributes

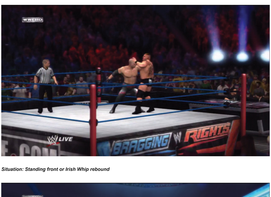
Power: 85
Grapple Defense: 85
Submission: 85
Strike Defense: 85
Grapple Power: 90
Speed: 70
Agility: 80
Adrenaline: 75
Recovery: 80
Durability: 90
Charisma: 90
Tag Team: 75
Overall: 92

Abilities

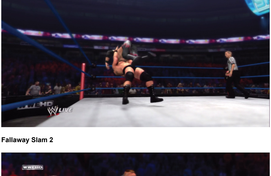
Hammer Throw
Ring Escape
Resiliency

Signature Moves

Belly to Belly 2



Situation: Standing front or Irish Whip rebound

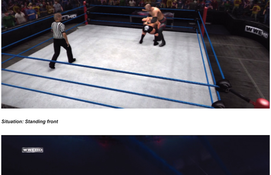


Fallaway Slam 2

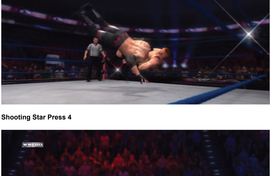
Situation: Standing front

Finishers

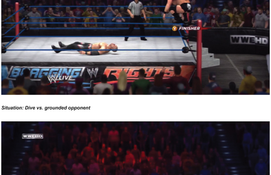
F-5 4



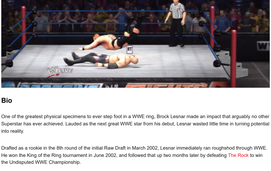
Situation: Standing front



Shooting Star Press 4



Situation: Dive vs. grounded opponent



Bio

One of the greatest physical specimens to ever step foot in a WWE ring, Brock Lesnar made an impact that arguably no other Superstar has ever achieved. Lauded as the next great WWE star from his debut, Lesnar wasted little time in turning potential into reality.

Drafted as a rookie in the 6th round of the initial Raw Draft in March 2002, Lesnar immediately ran roughshod through WWE. He won the King of the Ring tournament in June 2002, and followed that up two months later by defeating The Rock to win the Undisputed WWE Championship.

Lesnar would win the WWE Championship three times, including an epic victory over Kurt Angle at WrestleMania XIX. It was there, after 30 grueling minutes of action, that he attempted the Shooting Star Press, an amazing maneuver for a cruiserweight, no less a 295-pound monster like Lesnar.

Brock landed on his head, but recovered quickly to finish off Angle. To this day, it was one of the most impressive feats in WWE history and a true WrestleMania moment.

Brock Lesnar will forever be linked to WWE and remembered for the swath of carnage he brought in his wake. Brock makes his triumphant return to a WWE ring in WWE '12, and there's no doubt what that means: "Here Comes the Pain."

Breakdown

Brock Lesnar makes his return to the WWE franchise, and he brings with him his F-5 Finisher and the cool Fallaway Slam that many Superstars have been assigned as part of their Move-Sets in the game.

He has a very good 92 Overall rating, and, with his amateur background on the mat, bumps up to 90 for Grapple Power for good damage. Ratings of 90 in Charisma and Durability, and 70 and 80 in Speed and Agility, respectively, make Brock Lesnar a sneaky-quick, versatile Superstar.

Legends
Eddie Guerrero

Stats

Height: 5'8"

Weight: 220 pounds
Weight Class : Light Heavyweight
From: El Paso, TX
Career Highlights: WWE Champion; Intercontinental Champion; United States Champion; WWE Tag Team Champion; Cruiserweight Champion; ECW Television Champion

Attributes

Strike Power: 75
Grapple Power: 80
Submission: 80
Strike Defense: 90
Grapple Defense: 90
Speed: 85
Agility: 85
Adrenaline: 90
Recovery : 90
Durability: 75
Charisma: 95
Tag Team: 85
Overall: 92

Abilities

Hammer Throw
Resiliency
Outside Dives
Leverage Pin
Springboard Dives

Signature Moves

Triple Rolling Suplex

Situation: Standing front

Finishers

Frog Splash 2

Situation: Dive vs. grounded opponent

Brainbuster

Situation: Standing front

Bio

One of the most gifted WWE Superstars on the SmackDown roster, Eddie Guerrero was also one of the most conflicted and tortured souls to ever step foot in a WWE ring.

With wrestling running through his family dating back to his father—the legendary Gory Guerrero—Eddie was consumed and obsessed by the sports-entertainment business since he was a child and first began training in an El Paso wrestling ring in his parents' backyard.

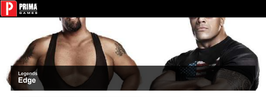
It was there that he was instilled with the mentality of being the best he could be and having a passion to be numero uno.

Breakdown

What an awesome Superstar to control! With all the high-flying damage you'll inflict between his Frog Splash and the dive abilities, Eddie Guerrero will make short work of even larger opponents despite his size.

He has a 95 Charisma, so getting to full momentum happens pretty quickly, and with 80s and 90s in nine of the other 11 attributes, he rolls in a 92 Overall rating.

His Move-Set is similar to Chavo Guerrero's, but with the higher ratings, Eddie does more damage with the same moves, takes less damage, and recovers faster than his nephew.



Legends
Edge

Stats

Height: 6'3"
Weight: 241 pounds
Weight Class : Heavyweight
From: Toronto, Ontario, Canada

Career Highlights: WWE Champion, World Heavyweight Champion, World Tag Team Champion, WWE Tag Team Champion, Unified Tag Team Champion, Intercontinental Champion, United States Champion; 2001 King of the Ring; won first-ever Money in the Bank Ladder Match.

Attributes

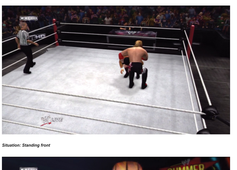
Strike Power: 95
Grapple Power: 93
Submission: 75
Strike Defense : 81
Grapple Defense : 85
Speed : 80
Agility: 90
Adrenaline : 85
Recovery: 85
Stamina : 90
Charisma : 95
Tag Team : 95
Overall: 93

Abilities

Resiliency
Comeback
Hammer Throw
Move Thief
Springboard Dives

Signature Moves

Edgecution 1



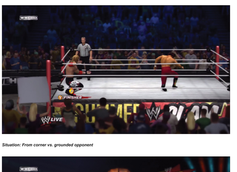
Situation: Standing front

Edge-O-Matic

Situation: Irish Whip rebound or running

Finishers

Spear 3



Situation: From corner vs. grounded opponent

Diving Spear

Situation: Dive vs. standing opponent

Bio

Don't pretend to think you know Edge. You didn't grow up with the "Rated-R Superstar" and his single-parent mother in some cramped apartment in Orangeville (a tiny Ontario town that Edge recalls offered residents two choices: "work in a factory in town, or if you're really lucky, land a job in Toronto").

You likely identified with his classmates at Primrose Elizabeth Public School, carrying a hockey stick and aspiring to play for the Toronto Maple Leafs.

Edge, meanwhile, dreamed of rocking out on a Les Paul guitar and following in the platformed footsteps of KISS. (He didn't, but it hasn't stopped him from amassing an impressive collection of signed, custom-made guitars over the years.)

If you really knew Edge, you would have noticed the "black cloud" that hung over the eight-year-old boy after a car accident claimed the life of his most-admired uncle.

You would have also seen that cloud give way to the yellow-and-red-clad form of Hulk Hogan, whose mantra of saying prayers and taking vitamins spoke directly to Edge from the TV.

Perhaps then you would have sat 11th-row ringside with him in Toronto's SkyDome; it was there he watched Hogan face Ultimate Warrior in the Ultimate Challenge at WrestleMania VI and vowed he would also headline a WrestleMania someday.

Edge's pals in high school knew he was destined for greatness, even writing in his yearbook "Most Likely to Win the WWE World Championship."

Yet they couldn't predict he'd receive free wrestling training after winning an essay contest in the Toronto Star. Only his trainers, Sweet Daddy Siki and Ron Hutchison, and those training with him in Sully's Gym could truly appreciate juggling multiple odd jobs while wrestling on the independent circuit.

But unless they were riding shotgun, they couldn't begin to comprehend Edge's "winter death tours" across frozen north Canadian lakes, or eating only canned tuna for days at a stretch, simply to wrestle in poorly attended venues.

Much due-paying and a recommendation from fellow Canadian Bret "Hit Man" Hart ultimately helped Edge make his WWE debut in June 1996, though few believed he would last.

So he made his opponents believe, even if it meant taking chairs to the head, falling off ladders, and crashing through tables.

He has suffered a torn ACL, ruptured labia, a broken neck, a fractured skull, metal rods in his teeth, and countless stitches over the years, but not without giving as good as he's received.

Ask any man—or woman—who has gone toe-to-toe with him; they'll tell you why he's called the "Rated-R Superstar".

After his wife, Vickie Guerrero, made the move from SmackDown General Manager to Raw GM, things began to crumble for the "Rated-R Superstar".

At Extreme Rules, he lost his World Heavyweight Championship to Jeff Hardy. (Moments later, CM Punk cashed in his Money in the Bank contract to take the title from Hardy.)

Then, live on Raw, Edge shocked the WWE Universe by asking Vickie for a divorce. Now, with The Ultimate Opportunist distanced from all those around him, he begins his quest for gold again all alone.

Soon after capturing the Unified Tag Team Championship with Chris Jericho, Edge was sidelined with a devastating Achilles tendon injury.

The "Rated-R Superstar" burst back onto the scene months later, winning the 2010 Royal Rumble to challenge World Heavyweight Champion Jericho at WrestleMania XXVI.

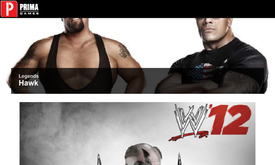
Edge regained possession of the World Heavyweight Championship. However, eight days after he successfully defended his World title against Alberto Del Rio in epic fashion at WrestleMania XXVI, the "Rated-R Superstar" shocked the WWE Universe by announcing that he must retire due to injury.

The 11-time World Champion—who held more titles than anyone else in WWE—walked away from the squared circle at the top of the mountain.

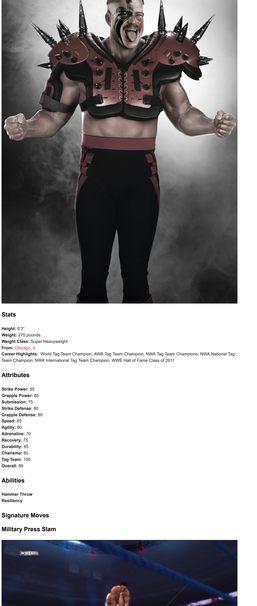
Breakdown

Edge is a 93 Overall. Sure, it's helped by his 95 Tag Team rating from all the great work over the years with his pal Christian. But where Edge gets his… well…edge, is in his 95s for Power and Defense ratings, a huge 85 for the "Rated-R Superstar" in Charisma, and the fact that he only drops into the 70s in one area (Submission).

He's also got the Comeback, Resiliency, and Ring Escape abilities to mitigate opponent ring control. Climb to the top rope and finish your standing opponent with the Diving Spear—it'll make you famous.



Legends
Hawk



Stats

Height: 6'3"
Weight: 275 pounds
Weight Class: Super Heavyweight
From: Chicago, IL
Career Highlights: World Tag Team Champion; AWA Tag Team Champion; NWA Tag Team Champions; NWA National Tag Team Champion; NWA International Tag Team Champion; WWE Hall of Fame Class of 2011

Attributes

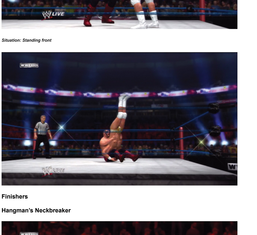
Strike Power: 85
Grapple Power: 85
Submission: 75
Strike Defense: 80
Grapple Defense: 80
Speed: 85
Agility: 80
Acrobatics: 70
Recovery: 75
Durability: 85
Charisma: 85
Tag Team: 100
Overall: 89

Abilities

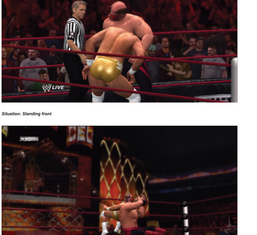
Hammer Throw
Resiliency

Signature Moves

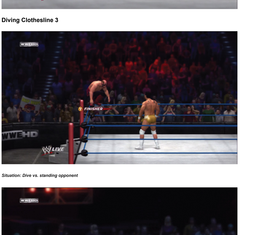
Military Press Slam



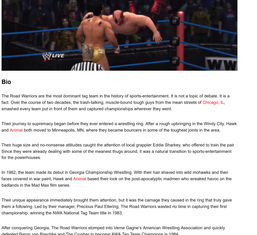
Situation: Standing front



Texas Piledriver

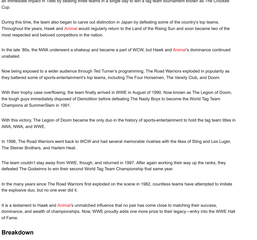


Situation: Standing front



Finishers

Hangman's Neckbreaker



Situation: Standing front

Diving Clothesline 3

Situation: Dive vs. standing opponent

Bio

The Road Warriors are the most dominant tag team in the history of sports-entertainment. It is not a topic of debate. It is a fact. Over the course of two decades, the brash-talking, muscle-bound tough guys from the mean streets of Chicago, IL, smashed every team put in front of them and captured championships wherever they went.

Their journey to supremacy began before they ever entered a wrestling ring. After a rough upbringing in the Windy City, Hawk and Animal both moved to Minneapolis, MN, where they became bouncers in some of the toughest joints in the area.

Their huge size and no-nonsense attitudes caught the attention of local grappler Eddie Sharkey, who offered to train the pair. Since they were already dealing with some of the meanest thugs around, it was a natural transition to sports-entertainment for the powerhouses.

In 1982, the team made its debut in Georgia Championship Wrestling. With their hair shaved into wild mohawks and their faces covered in war paint, Hawk and Animal looked their look on the post-apocalyptic mailmen who wreaked havoc on the badlands in the Mad Max film series.

Their unique appearance immediately brought them attention, but it was the carnage they caused in the ring that truly gave them a following. Led by their manager, Precious Paul Ellering, The Road Warriors wasted no time in capturing their first championship, winning the NWA National Tag Team title in 1983.

After conquering Georgia, The Road Warriors stomped into Verne Gagne's American Wrestling Association and quickly defeated Baron von Raschke and The Crusher to become AWA Tag Team Champions in 1984.

The dominant duo would hold the title for over a year in the face of serious competition from The Rock 'N' Roll Express, Harley Race and Stan Hansen, and The Freebirds.

With no one left to beat in the AWA, The Road Warriors went on a quest for the NWA Tag Team Championship. They made an immediate impact in 1985 by beating three teams in a single day to win a tag team tournament known as The Crockett Cup.

During this time, the team also began to carve out distinction in Japan by defeating some of the country's top teams. Throughout the years, Hawk and Animal would regularly return to the Land of the Rising Sun and soon became two of the most respected and beloved competitors in the nation.

In the late '80s, the NWA underwent a shakeup and became a part of WCW, but Hawk and Animal's dominance continued unabated.

Now being exposed to a wider audience through Ted Turner's programming, The Road Warriors exploded in popularity as they battered some of sports-entertainment's top teams, including The Four Horsemen, The Varsity Club, and Doom.

With their trophy case overflowing, the team finally arrived in WWE in August of 1990. Now known as The Legion of Doom, the tough guys immediately dispersed of Demolition before defeating The Nasty Boys to become the World Tag Team Champions at SummerSlam in 1991.

With this victory, The Legion of Doom became the only duo in the history of sports-entertainment to hold the tag team titles in AWA, NWA, and WWE.

In 1996, The Road Warriors went back to WCW and had several memorable rivalries with the likes of Sting and Lex Luger, The Steiner Brothers, and Harlem Heat.

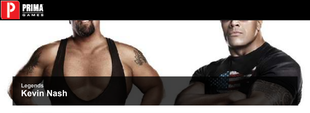
The team couldn't stay away from WWE, though, and returned in 1997. After again working their way up the ranks, they defeated The Godwins to win their second World Tag Team Championship that same year.

In the many years since The Road Warriors first exploded on the scene in 1982, countless teams have attempted to imitate the explosive duo, but no one ever did it.

It is a testament to Hawk and Animal's unmatched influence that no pair has come close to matching their success, dominance, and wealth of championships. Now, WWE proudly adds one more prize to their legacy—entry into the WWE Hall of Fame.

Breakdown

Like his partner Animal, Hawk is a well-rounded, powerful Superstar who is fun in Tag Team matches. His Power, Defense, Recovery, Durability, and Charisma attributes are all decent in the 80s, but unless you're utilizing his 100 Tag Team attribute in a double-team move, you're really dealing with a Superstar with an Overall rating in the lower to mid-80s. The Diving Clothesline is a fun, old-school Finisher to pull out in matches.



Legends
Kevin Nash

Stats

Height: 6'10"
Weight: 328 pounds
Weight Class : Super Heavyweight
From : Detroit, MI
Career Highlights : WWE Champion; WCW Champion; World Tag Team Champion; Intercontinental Champion; WCW Tag Team Champion

Attributes

Strike Power: 85
Grapple Power: 90
Submission: 60
Strike Defense: 80
Grapple Defense : 80
Speed: 60
Agility: 55
Adrenaline: 65
Recovery : 75
Durability: 90
Charisma : 95
Tag Team: 95
Overall : 90

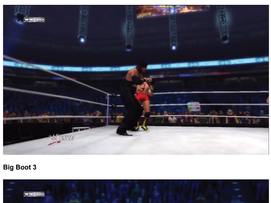
Abilities

Hammer Throw
Resiliency
Ring Escape

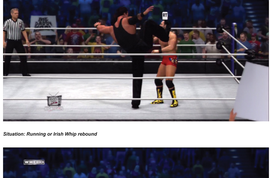
Signature Moves

Left-Handed Knockout Hook

Situation: Standing front



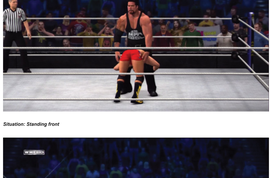
Big Boot 3



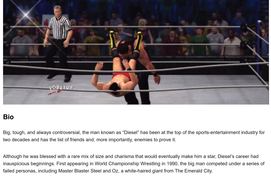
Situation: Running or Irish Whip rebound

Finishers

Jackknife



Situation: Standing front



Bio

Big, tough, and always controversial, the man known as "Diesel" has been at the top of the sports-entertainment industry for two decades and has the list of friends and, more importantly, enemies to prove it.

Although he was blessed with a rare mix of size and charisma that would eventually make him a star, Diesel's career had inauspicious beginnings. First appearing in World Championship Wrestling in 1990, the big man competed under a series of failed personas, including Master Blaster Steel and Oz, a white-haired giant from The Emerald City.

Things got better in 1992 when he became Vinnie Vegas, a tough-talking mobster persona from Sin City that helped him establish his unique mix of raw power and sharp wit.

The 320-pounder's career truly took off in 1993, when he debuted in WWE under the name of Diesel. Taking on the role of Shawn Michaels's personal bodyguard, the massive Superstar quickly made an impact, eliminating seven men in the 1994 Royal Rumble match and winning the Intercontinental Championship within his first year.

Not long after, on Nov. 26, 1994, Diesel defeated the legendary Bob Backlund in eight seconds to capture the WWE Championship. On that night, it became clear that Diesel was the most dominant man in the ring.

"Big Daddy Cool" would go on to hold the title for nearly a year, smashing challengers like Sycho Sid, HBK, and Mabel during his lengthy reign.

After losing the championship to Bret Hart at Survivor Series in 1995, Diesel would go on to battle foes like Undertaker before making a move that would forever change the state of sports-entertainment.

In the spring of 1996, Diesel, now known as Kevin Nash, and Scott Hall left WWE and invaded World Championship Wrestling. Soon joining forces with Hulk Hogan, they became known as the New World Order (nWo) and were fy far the hottest competitors in sports-entertainment at the time.

Rude, arrogant, and dangerous, the rebel group completely dominated WCW and soon had fans tuning into Monday Nitro by the millions. Teaming with Hall under the name of The Outsiders, Nash regularly held the WCW Tag Team Championship with his partner and flattened many opponents with his Jackknife Powerbomb.

Eventually, however, the massive egos of Nash and Hogan clashed, leading Nash to form his own nWo splinter group known as The Wolfpac. An impressive faction that included former World Champions "Macho Man" Randy Savage, Lex Luger, and Sting, the team became a huge fan favorite and helped propel Nash to the very top of WCW.

This ascent was made clear at the end of '98 when the titan defeated Goldberg at Starrcade, capturing the WCW World Heavyweight Championship and breaking his opponent's legendary winning streak.

Nash won this coveted title a total of five times before World Championship Wrestling went out of business in 2001. After that, "Big Kev" spent some time away from the ring before returning to WWE at No Way Out in 2002 with his original nWo allies Hulk Hogan and Scott Hall.

The group butted heads with the likes of Stone Cold Steve Austin and The Rock, but a series of injuries put Nash on the shelf before the trio had the chance to make a major impact.

Upon his return, Nash entered into a rivalry with Triple H over the World Heavyweight Championship, but failed to beat his rival for the title and disappeared from WWE again soon after. It would be seven years until the WWE Universe saw the dangerous Superstar again.

That day would come on Jan. 30, 2011, at the Royal Rumble. Sporting his classic Diesel look, the behemoth made a surprising return in the biggest Royal Rumble match in WWE history, entering at number 32 to a thunderous response from the crowd.

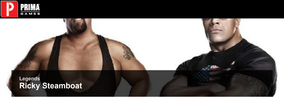
He emerged once again that year at SummerSlam, controversially attacking then-WWE Champion CM Punk and leaving him vulnerable to Alberto Del Rio's Money in the Bank cash-in attempt.

The circumstances of that attack and the controversy that swirled around his return to WWE forced his longtime friend Triple H to fire his Kliq cohort just seven days after signing him to a new Superstar contract. Nevertheless, "Diesel Power" lives on.

Breakdown

Kevin Nash is slow but powerful. He's got a 90 Grapple Power rating, even though both of his Signature moves are strikes and he is a legend for his punching power.

His 95s in Charisma and Tag Team make him a must-play for spectacular Tag Team victories, as you can quickly drop powerful bombs (Left-Handed Knockout Hook and the Big Boot) and launch double-team attacks with your tag partner.



Legends
Ricky Steamboat

Stats

Height : 5'10"
Weight: 235 pounds
Weight Class: Light Heavyweight
From: Honolulu, HI
Career Highlights : NWA Champion; Intercontinental Champion; United States Champion; NWA Tag Team Champion; WCW Tag Team Champion; WWE Hall of Fame (2009)

Attributes

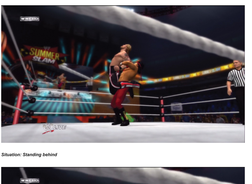
Strike Power : 80
Grapple Power: 75
Submission: 90
Strike Defense : 90
Grapple Defense: 90
Speed: 93
Agility: 93
Adrenaline : 90
Recovery : 90
Durability : 70
Charisma: 80
Tag Team: 90
Overall: 89

Abilities

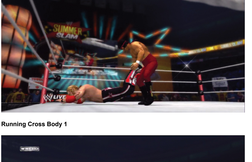
Hammer Throw
Outside Dives
Resiliency
Leverage Pin

Signature Moves

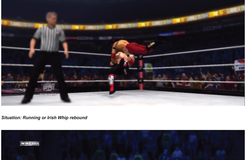
Double Chicken Wing



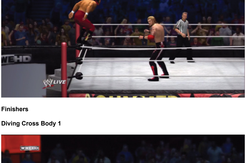
Situation: Standing behind



Running Cross Body 1



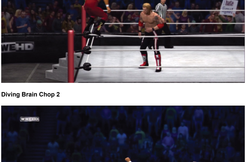
Situation: Running or Irish Whip rebound



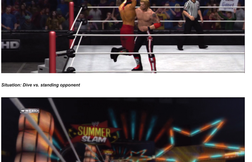
Finishers

Diving Cross Body 1

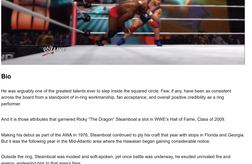
Situation: Dive vs. standing opponent



Diving Brain Chop 2



Situation: Dive vs. standing opponent



Bio

He was arguably one of the greatest talents ever to step inside the squared circle. Few, if any, have been as consistent across the board from a standpoint of in-ring workmanship, fan acceptance, and overall positive credibility as a ring performer.

And it is those attributes that garnered Ricky "The Dragon" Steamboat a slot in WWE's Hall of Fame, Class of 2009.

Making his debut as part of the AWA in 1976, Steamboat continued to ply his craft that year with stops in Florida and Georgia. But it was the following year in the Mid-Atlantic area where the Hawaiian began gaining considerable notice.

Outside the ring, Steamboat was modest and soft-spoken; yet once battle was underway, he exuded unrivaled fire and energy, endearing him to that area's fans.

During his nearly eight-year Mid-Atlantic tenure, Steamboat would hold great success in tag team action, forming a dynamic and highly successful tandem with Jay Youngblood.

In singles action, his most memorable confrontations took place against the "Nature Boy," Ric Flair—an unforgettable rivalry that would reignite at WCW in 1989 and saw Steamboat gain the NWA World Championship from the Nature Boy.

Through the years, many of the Steamboat-Flair matchups rank among the best one-on-one contests ever held, so much so that even the Nature Boy credits his long-time adversary as one of his greatest opponents ever.

"Steamboat had everything—charisma, work rate, intensity, and one of the best bodies in our business," he wrote in his New York Times best-seller To Be The Man. "He was just amazing."

Earning an opportunity to join WWE in 1985, Steamboat decided to develop a persona that was to be known as "The Dragon."

He immediately gained the adoration of WWE fans with his classic encounters against such individuals as "The Magnificent" Don Muraco and Jake "The Snake" Roberts.

However, the match that WWE enthusiasts instantly remember Steamboat by remains WrestleMania III in 1987, when he defeated "Macho Man" Randy Savage to win the Intercontinental Championship in front of more than 93,000 fans.

Two impressive gladiators collided in a match that has since been deemed an absolute classic, but in the end, it was Steamboat who prevailed.

Today, "The Dragon" is a producer for WWE, applying his vast knowledge, savvy, and psychology from his years of in-ring competition to WWE's current crop of Superstars.

Ricky Steamboat's entry into WWE's Hall of Fame speaks volumes about truly one of the most admired and respected individuals that the wrestling industry has ever seen.

Breakdown

Ricky Steamboat is a great all-around Superstar with an Overall rating of 89. He reverses well and he's not really weak in any area. His Diving Cross Body is his most famous move; it will delight WWE fans who remember him in the ring taking control with this top rope attack.

Use the Outside Dives ability to keep the pressure on opponents outside the ring, and bring back the pain with a Leverage Pin reversal, just like his pin of Randy "Macho Man" Savage for the Intercontinental Heavyweight Championship in 1987.

Legends
Smash

Stats

Height: 6'2"
Weight : 292 pounds
Weight Class : Super Heavyweight
From: Parts Unknown
Career Highlight: World Tag Team Champion

Attributes

Strike Power : 85
Grapple Power : 80
Submission: 75
Strike Defense : 75
Grapple Defense: 80
Speed: 70
Agility: 75
Adrenaline: 80
Recovery: 75
Durability : 85
Charisma : 80
Tag Team: 100
Overall: 88

Abilities

Hammer Throw
Resiliency

Signature Moves

Double Axe Handle Combo

Situation: Standing front

Clothesline 5

Situation: Running

Finishers

Single Leg Boston Crab

Situation: Breaking Point Submission grounded opponent near legs

Bio

If you ask Smash what his favorite thing to do in life is, his response would likely have something to do with, in his words, "kicking your stinkin' teeth in." And during his heyday in the late 1980s, Smash and his tag team partner in Demolition, Ax, were only too happy to back up their words.

The abject aggression and punishment that Demolition exacted on opponents is arguably without equal in WWE history. The pair was famous for beating their opponents into the canvas with repeated axe handles to the back as the WWE Universe watched in equal parts horror and awe.

Their signature move, the Demolition Elbow Drop, left broken bodies in its wake and helped Demolition enjoy three reigns as World Tag Team Champions.

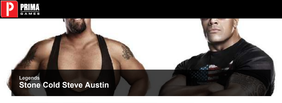
Breakdown

Smash is the other half of the Demolition tag team duo and shares Ax's penchant for having a Breaking Point Submission as his only Finisher option.

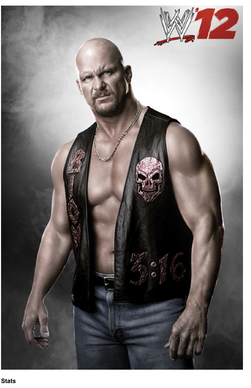
He uses the Single Leg Boston Crab, and as with other submission artists, in order for the damage to be done you have to finish the submission completely and win (unless submission wins are turned off).

Smash has no way to take advantage of the 3× damage multiplier with a Finisher. Again, you either submit your opponent or he reverses it and exactly 0 HP of damage is done.

If you'd like another in-ring option to strike Finisher-level damage HP to your opponent, visit the Move-Set editor under Creations and add in another Finisher that's not a submission.



Legends
Stone Cold Steve Austin



Stats

Height: 6'2"
Weight: 252 pounds
Weight Class: Heavyweight
From: Victoria, TX
Career Highlights: WWE Champion, Intercontinental Champion, United States Champion, World Tag Team Champion, King of the Ring (1996), Royal Rumble winner (1997, 1998, 2001), WCW Tag Team Champion, WWE Hall of Fame Class of 2009

Attributes

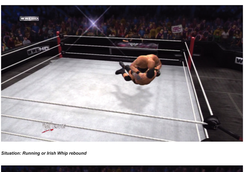
Strike Power: 90
Grapple Power: 85
Submission: 80
Strike Defense: 90
Grapple Defense : 85
Speed: 70
Agility: 70
Performance: 80
Recovery: 90
Durability: 90
Charisma: 100
Tag Team: 85
Overall: 86

Abilities

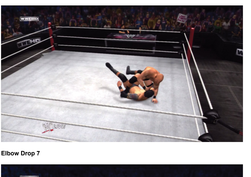
Hammer Throw
Resiliency
Move Thief

Signature Moves

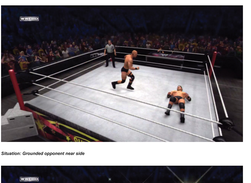
Lou Thesz Press 1



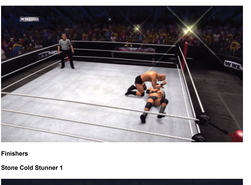
Situation: Running or Irish Whip rebound



Elbow Drop 7

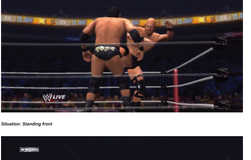


Situation: Grounded opponent near side



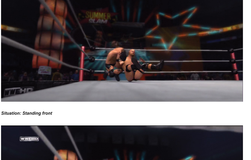
Finishers

Stone Cold Stunner 1

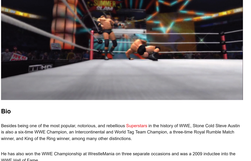


Situation: Standing front

Stone Cold Stunner 2



Situation: Standing front



Bio

Besides being one of the most popular, notorious, and rebellious Superstars in the history of WWE, Stone Cold Steve Austin is also a six-time WWE Champion, an Intercontinental and World Tag Team Champion, a three-time Royal Rumble Match winner, and King of the Ring winner, among many other distinctions.

He has also won the WWE Championship at WrestleMania on three separate occasions and was a 2009 inductee into the WWE Hall of Fame.

"The Texas Rattlesnake" broke into the industry in 1990 in Texas, where he was trained by "Gentleman" Chris Adams. His USWA tenure lasted about a year before he moved on to WCW. There, he won the WCW Television Championship quickly under the moniker of "Stunning" Steve Austin.

Though he boasted two TV Championship reigns while in WCW, this coveted title wasn't the only thing Austin had his sights set on.

During his WCW tenure, he would also capture the United States Championship—a title made famous by such legends as Ric Flair and Ricky "The Dragon" Steamboat.

In January 1996, Austin received an opportunity to join WWE as Ted DiBiase's "Million Dollar Champion." Debuting as "The Ringmaster," he battled Matt Hardy and Marty Jannetty before experiencing his first WrestleMania (XII), where he defeated Savio Vega. Soon after, "Stone Cold" was born.

In June 1996, The Texas Rattlesnake became King of the Ring and gave his famous "Austin 3:16" speech, putting every WWE Superstar on notice.

His words gave way to Austin's WWE destiny, ushering in the Attitude Era. This speech was ingrained in the minds of every member of the WWE Universe. And this loner backed up all his talk—pummeling anyone who crossed his path.

Stone Cold's claims to fame are many, but he is perhaps best remembered for his battles with WWE Chairman Mr. McMahon, which began in 1998. The rivalry led to Austin occupying many unique roles outside the ring, including a stint as WWE CEO.

In a memorable moment during his defense of Mr. McMahon, The Texas Rattlesnake sent the Chairman a message by tossing the Intercontinental Championship belt into a New Hampshire river.

Furious, McMahon stripped Austin of the championship and awarded the gold to The Rock as a "forfeit victory." The animosity created between Stone Cold and Mr. McMahon based on these events officially marked the start of one of the best-known rivalries in the history of WWE.

The two (who would actually briefly align after WrestleMania X-7 to the shock of the WWE Universe) would trade moments of triumph and outrage for the better part of the next two years—constantly trying to make life miserable for the other.

Stone Cold has also had to endure injuries over his career, most notably a broken neck at SummerSlam 1997. Showing his true grit and passion for the business, Austin not only miraculously finished the title match, but captured the Intercontinental Championship.

While a neck injury forced The Texas Rattlesnake to stop competing in the ring after WrestleMania XIX, it hasn't kept him from using his signature Stone Cold Stunner on Superstars, celebrities like Donald Trump—and the entire McMahon clan.

Breakdown

Stone Cold Steve Austin sports a game-high 100 in the Charisma attribute and is a strong striker with 90s in Strike Power and Strike Defense.

Through a series of strikes and taunts, you should rack up the momentum quickly. He's got the Move Thief ability, so take your opponent's Finisher and hit them with a Stone Cold Stunner for good measure.

Legends
Vader

Stats

Height: 6'5"
Weight : 450 pounds
Weight Class: Super Heavyweight
From: The Rocky Mountains
Career Highlights : WCW Champion; United States Champion

Attributes

Strike Power: 95
Grapple Power : 95
Submission : 75
Strike Defense : 80
Grapple Defense: 70
Speed : 55
Agility : 65
Adrenaline : 55
Recovery : 80
Durability : 95
Charisma : 80
Tag Team : 70
Overall : 88

Abilities

Hammer Throw
Resiliency
Ring Escape

Signature Moves

Vader Hammer

Situation: Corner opponent front

Finishers

Jackknife

Situation: Standing front

Diving Moonsault 2

Situation: Dive vs. grounded opponent

Bio

"It's time! It's time! It's Vader time!"

That fearsome call announced the arrival of the massive competitor known as Vader. Hailing from the Rocky Mountains, the 450-pounder first made a splash in the rings of Japan, where he destroyed WWE Hall of Famer Antonio Inoki in a wildly controversial match.

The Japanese fans were so distraught over seeing their hero dismantled by the gigantic Vader that a riot broke out in Tokyo's Sumo Hall. This pandemonium only further fueled Vader's aggression, and a long line of competitors would fall to his devastating maneuvers—particularly the bone-crushing Vadersault.

"The Mastodon" would continue to assert his dominance in Japan and eventually stomped his way through competitors all over Europe and Mexico.

This path of destruction brought the giant to World Championship Wrestling in the early '90s, where he would eventually become one of their biggest stars.

With WWE Hall of Famer Harley Race in his corner, Vader battered WCW legends like Sting, Ric Flair, and Cactus Jack and captured three World Heavyweight Championships during his time with the company.

In 1996, the powerhouse made his way to WWE, where he debuted in that year's Royal Rumble.

Immediately having an impact, Vader teamed up with manager Jim Cornette and battled Shawn Michaels for the WWE Championship at SummerSlam that year. The Mastodon would then link up with Paul Bearer and lock horns with Undertaker, scoring a huge victory over The Deadman at Royal Rumble in 1997.

In the months that followed, Vader experienced less success in WWE and disappeared from the scene soon after. Still, the giant would always be remembered as one of the most brutal competitors to ever walk through the ropes.

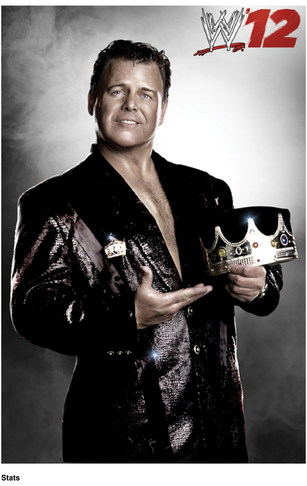
Breakdown

Playing as Vader is awesome. Sending a 450-pound Diving Moonsault Finisher onto your grounded opponent is for sure one of the game's highlight moments.

It might take a while for Vader to get to the top rope with a 55 Speed and 65 Agility, but his 95 for Strike Power makes the Finisher worth it.

For the Signature move, Irish Whip your opponent into the corner and unload haymakers with the Vader Hammer until your opponent slumps to his rear end. Obviously, Vader is slow, but that's the extent of any real weakness in his 88 Overall rating.

Legends
Jerry Lawler



Stats

Height: 6'0"
Weight: 243 pounds
Weight Class : Light Heavyweight
From: Memphis, TN
Career Highlights: AWA Champion; commentator on Monday Night Raw; 2007 WWE Hall of Fame inductee

Attributes

Strike Power: 75
Grapple Power : 75
Submission: 70
Strike Defense: 75
Grapple Defense: 75
Speed : 70
Agility : 70
Adrenaline: 70
Recovery : 80
Durability: 70
Charisma: 85
Tag Team: 80
Overall: 82

Abilities

Hammer Throw
Resiliency

Signature Moves

Combination 3

Situation: Standing front

Finishers

Diving Fist Drop 4

Situation: Corner opponent front

Texas Piledriver

Situation: Standing front

Bio

A veritable icon whether he's dropping fists inside the ring or calling the action from ringside, Jerry "The King" Lawler has cemented himself as one of the most accomplished color commentators and Superstars in history.

A 2007 WWE Hall of Fame inductee, Lawler is a favorite among WWE fans for his historic career and weekly contributions on Monday Night Raw with broadcast partners Jim Ross and, following the 2008 WWE Draft, Michael Cole.

A self-proclaimed king, this excitable and outspoken Raw color commentator from Memphis, TN, has been dishing it out with the microphone and in the ring dating back 30 years.

He got his original break back home in the Memphis wrestling circuit. His gift of gab and southern pride have on occasion led to The King lacing up the boots and getting in the ring again.

While The King has scored victories over legends such as Terry Funk and Hulk Hogan during his career, he is perhaps best known for his rivalry with entertainer Andy Kaufman.

This led to a role alongside Jim Carrey in the hit film Man in the Moon. The Lawler-Kaufman battles raged not only in the ring, but on television as well.

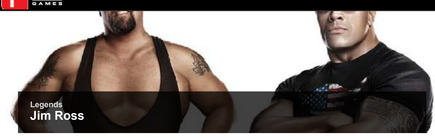
Lawler's incident on Late Night with David Letterman, where he slapped Kaufman, is considered one of the most memorable moments in that show's history.

Lawler brings a unique brand of commentary to Raw that draws millions of followers around the world each week. The King has become so popular that he even wrote an autobiography: It's Good to Be the King... Sometimes, was released in late 2002 to critical acclaim and remains one of the best sellers in the WWE autobiography series.

Breakdown

The King is a solid all-around Superstar with no real weaknesses for a Superstar with an 82 rating. That said, his best attribute is an 85 for Charisma, so you're not going to blow anybody out of the water with his skills.

All of his taunts are pretty short animations, so it'll be fairly easy to rack up momentum. Downloading him adds the classic Diving Fist Drop 4 to your repertoire, too.



Legends
Jim Ross

Stats

Weight Class : Light Heavyweight
From : Westville, OK
Career Highlights: Commentator on Monday Night Raw; 2007 WWE Hall of Fame inductee

Attributes

Strike Power: 65
Grapple Power: 60
Submission: 60
Strike Defense: 60
Grapple Defense : 50
Speed : 65
Agility: 60
Adrenaline : 65
Recovery : 75
Durability : 65
Charisma: 85
Tag Team : 65
Overall : 71

Abilities

Move Thief

Signature Moves

Ankle Lock 1

Situation: Standing front

Finishers

Combination 2

Situation: Standing front

Bio

To put it bluntly, Jim Ross is a sports-entertainment institution.

As the play-by-play man on Monday Night Raw for nearly a decade, the tough Oklahoman has the résumé to earn himself serious consideration as one of the greatest commentators in the history of the business.

Coining the phrase "business is about to pick up" and sporting his trademark black Resistol cowboy hat, "Good Ol' J.R." has been a WWE staple in the broadcast booth since 1993.

With his unmatched passion and unmistakable southern twang, J.R. called the action on television to millions of fans worldwide each week. A walking wrestling encyclopedia, the 2007 WWE Hall of Fame inductee takes great pride in knowing all the stats and inside info on WWE Superstars.

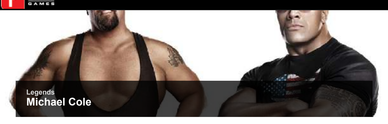
However, J.R. isn't someone who is afraid of getting knee-deep in the action he's calling. From time to time, J.R. has even gone as far as to knuckle up and throw down in the center of the ring with Superstars like Jack Swagger and Triple H.

Still, Ross is at his best when he's at ringside, beautifully calling the action of the business he's loved his entire life.

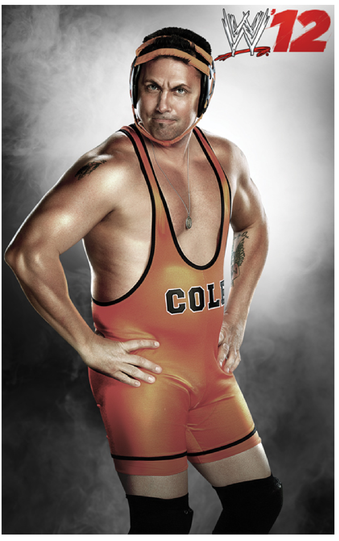
Breakdown

Mostly 50s and 60s in his attributes, Jim Ross posts a 71 Overall and is near the bottom in the overall rankings. Only his 85 Charisma saves him, so when you select this challenging Superstar, you'll have to taunt to build momentum.

He's a better striker than grappler—you'll find it a challenge to reverse grapple attempts with his Grapple Defense a game-low 50 (the beautiful Maryse beats him with her 55)! Keep your distance and punch!



Legends
Michael Cole



Stats

Weight Class: Light Heavyweight
From: Armenia, NY
Career Highlights: AWA Champion; commentator on Monday Night Raw; 2007 WWE Hall of Fame inductee

Attributes

Strike Power: 55
Grapple Power: 55
Submission : 60
Strike Defense : 60
Grapple Defense : 60
Speed : 75
Agility: 75
Adrenaline: 75
Recovery : 70
Durability : 55
Charisma : 90
Tag Team : 65
Overall : 71

Abilities

Dirty Pin
Ring Escape

Signature Moves

Combination 1

Situation: Standing front

Finishers

An Cole Lock

Situation: Breaking Point Submission grounded opponent near legs

Bio

Michael Cole and WWE Hall of Famer Jerry "The King" Lawler make up the lead broadcasting team on Monday Night Raw, calling the action on USA Network and WWE pay-per-view events.

Prior to switching announce booths with Jim Ross and heading to Raw in the 2008 WWE Draft, Cole was the lead announcer on SmackDown since the brand's inception, working with partners ranging from Tazz to JBL to Mick Foley.

For nearly a decade, Cole has worked hard to vividly describe all of the action World Wrestling Entertainment has to offer, and it has earned him as much praise in WWE as he earned in the news world.

While working for CBS Radio in 1993, Cole covered the entire 51-day standoff at the Branch Davidian compound in Waco, Texas, that led to tragedy when more than 80 residents of the compound perished in a fire that erupted during a shootout between them and federal agents.

In 1994, he traveled to Sarajevo for what was supposed to be a six-week assignment covering the siege of the city by Serbian forces. The assignment turned into a nine-month life-changing experience that saw him report daily from the war-torn city, ducking snipers and mortar shells at every turn. His documentary, Voices of Bosnia, was critically acclaimed and won several major awards.

Experienced in the face of tragedy, Cole was dispatched to Oklahoma City on April 19, 1995, to cover the horrific bombing of the Alfred P. Murrah Federal Building, where 168 people lost their lives.

Cole also covered three presidential elections—1988 with Michael Dukakis, 1992 with Bill Clinton, and 1996 with Steve Forbes and Bob Dole.

In 1997, Cole brought his talents to WWE. In his early days, he hosted the syndicated Livewire show, as well as Shotgun Saturday Night with Jim Cornette. By the end of that year, he was an announcer on Raw.

From 1997 to 1999 he held regular stints as a Raw announcer, and when SmackDown made its debut in 1999, Cole was chosen for the lead play-by-play announcing role.

Originally teamed up with Jerry Lawler, Cole was paired with Tazz in 2001, and the two were together for five years until his realignment with ECW in June 2006.

After that, Cole found himself sitting beside then-retired JBL. Jonathan Coachman, and later the Hardcore Legend himself, Mick Foley, until Cole was ultimately drafted to Monday Night Raw.

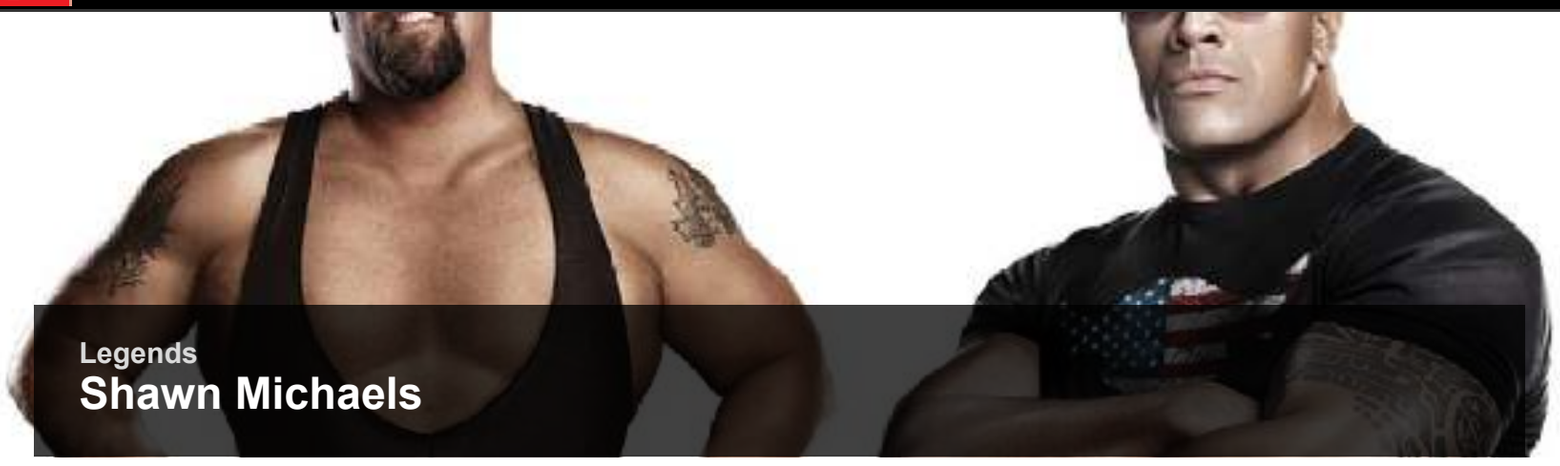
In his tenure behind the broadcast booth, Cole has sometimes found himself in the thick of the action. While some of his assignments are enviable (such as emceeing a Divas Bikini Contest, for instance), he has also found himself as the object of several Superstars' ire.

Regardless, his talent for calling the turbulent and unpredictable action of WWE has made him one of the top all-time announcers.

Breakdown

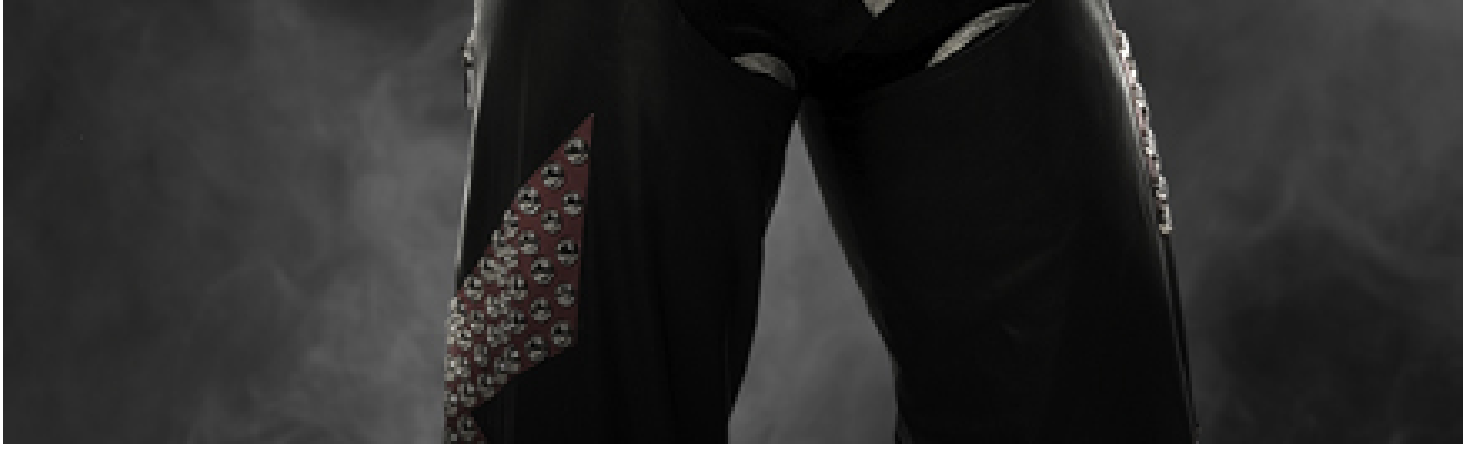
Donning his famous orange singlet and headgear, Michael Cole isn't going to blow anybody away with his power (55s for Strike Power and Grapple Power), but his An Cole Lock Finisher is added to your database when you download him—it's an awesome, long and drawn-out Breaking Point Submission that tortures opponents.

Work the legs to critical damage and sink it in on a downed opponent. Cole has a 90 Charisma rating, but his "Michael Cole" taunt (left and right on the D-pad) takes almost five seconds to complete, so get some space between you and your opponent to perform it uninterrupted.



Legends

Shawn Michaels



Stats

Height: 6’1”
Weight: 225 pounds
Weight Class : Light Heavyweight
From: San Antonio, TX
Career Highlights: WWE Champion; World Heavyweight Champion; Intercontinental Champion; European Champion; World Tag Team Champion; Royal Rumble winner (1995 and 1996); WWE Hall of Fame Class of 2011

Attributes

Strike Power: 85
Grapple Power : 75
Submission : 85
Strike Defense : 95
Grapple Defense : 95
Speed : 90
Agility: 85
Adrenaline : 95
Recovery : 100
Durability : 80
Charisma : 95
Tag Team : 90
Overall: 96

Abilities

Resiliency
Hammer Throw
Comeback
Outside Dives
Springboard Dives

Signature Moves

Diving Elbow Drop 4

Situation: Dive vs. grounded opponent

Sharpshooter

Situation: Breaking Point Submissions grounded opponent near legs

Finishers

Sweet Chin Music

Situation: Corner vs. grounded opponent

Super Kick 2

Situation: Standing front or Irish Whip rebound

Bio

The Icon. The Showstopper. The Main Event. The Heartbreak Kid (HBK). The man known as Shawn Michaels has gone by many names throughout his thrilling career, and he can now add one more to that list—WWE Hall of Famer.

HBK's inclusion in the class of 2011 comes as no surprise. In an industry where hyperbole is the norm, there may not be enough ways to describe the greatness of Shawn Michaels.

He is considered by many of his peers to be the most talented performer to ever set foot inside a ring. His matches with the likes of Undertaker, Bret "Hit Man" Hart, and Razor Ramon are on a shortlist of sports-entertainment's greatest bouts.

And in 2010, he was voted the No. 1 competitor in WWE history on the controversial "Top 50 Superstars of All Time" DVD.

Born in the summer of 1965, Michaels first made an impact on sports-entertainment alongside partner Marty Jannetty as a member of The Rockers in the mid-'80s.

A flashy, high-flying duo, the team formed in Verne Gagne's American Wrestling Association before making the move to WWE in 1988.

Although they never officially held the World Tag Team Championship, The Rockers earned a strong fan following thanks to their memorable rivalries with The Hart Foundation and The Brain Busters.

Arguably, Michaels and Jannetty could have gone down as one of the great pairs if they had chosen to remain in tag team competition.

But a Super Kick that sent Jannetty through Brutus Beefcake's Barber Shop window severed a popular partnership and started Michaels on his journey to legendary status.

Now a singles competitor, the talented Superstar became wildly egocentric, adopting the nickname "The Heartbreak Kid" and staring at himself in a mirror before entering the ring.

Although this arrogance earned the animosity of the WWE Universe, HBK's ability couldn't be denied, and by October of '92 he'd earned his first Intercontinental Championship by beating the British Bulldog.

The title would be the first of many for Michaels, as he'd go on to become WWE's first-ever Grand Slam Champion, winning the WWE Championship, Intercontinental Championship, European Championship, and World Tag Team Championship, amongst many others.

By 1994, HBK began to earn a reputation as one of the most exceptional athletes in sports-entertainment. This status was cemented on March 20 of that same year when Michaels battled Razor Ramon in an unforgettable Ladder Match at WrestleMania X.

Although not his first match on The Grandest Stage of Them All, the bout was the beginning of HBK's amazing series of classic WrestleMania matches.

In the years that followed, show-stealing contests with the likes of Kurt Angle, Chris Jericho, Ric Flair, and Undertaker would earn Michaels the well-deserved moniker of "Mr. WrestleMania."

Following the Ladder Match, Michaels's legend continued to grow as he won the 1995 Royal Rumble after entering at No. 1.

The following year, he won the Rumble again and went on to defeat Bret Hart at WrestleMania XXII in a grueling 60-Minute Iron Man match to win his first WWE Championship and achieve his childhood dream.

Physically smaller with a flashier offense than previous champions like Hulk Hogan, Yokozuna, and Diesel, Michaels opened the door for future Superstars like Chris Jericho and Rey Mysterio to achieve this main event status.

Now WWE's top star, HBK engaged in heated bouts with Stone Cold Steve Austin and Hart—including 1997's infamous "Montreal Screwjob"—while forming an alliance that would come to redefine WWE—D-Generation X.

A brash, controversial, anti-authority outfit that first consisted of Michaels, Triple H, Rick Rude, and Chyna, the group would become infamous for their over-the-top interviews and racy pranks that had television censors pulling their hair out.

In many ways, DX helped usher in WWE's "Attitude Era" boom in the late '90s, but Michaels would not be around to enjoy much of it.

After suffering a devastating back injury in a Casket match against the Undertaker at Royal Rumble in '98, HBK lost his WWE Championship to Austin at WrestleMania XXIV and disappeared from the ring.

It would be four long years before Michaels emerged again in 2002. Spiritually cleansed and physically invigorated, The Showstopper immediately entered into a rivalry with his former ally, Triple H, and defeated him in a brutal Street Fight at SummerSlam that year.

In the decade that followed, Michaels displayed none of the flaws that have plagued many Superstars in their final years in the ring.

Instead, The Icon continued to have career-defining matches, from his epic showdown with John Cena at WrestleMania 23 to his series of brutal battles with Jericho in 2008.

At the 25th Anniversary of WrestleMania in 2009, HBK had not only one of the best matches of his life, but one of the best matches in WWE history when he lost to the Undertaker in an absolutely thrilling encounter.

The following year, The Deadman ended Michaels's career by defeating him at WrestleMania XXVI, but HBK's final few months in the ring were also some of his brightest.

Enjoying a run as a Unified Tag Team Champion alongside his longtime friend Triple H, HBK truly went out on top. The Game, who does not give praise easily, summed up Michaels's legacy like this:

"If you were to ask me who's the greatest I've ever been in the ring with, that's easy. It's Shawn."

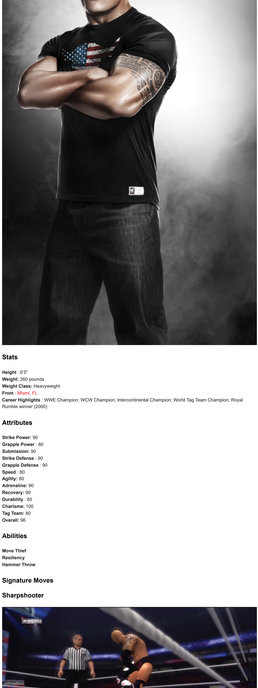
Undoubtedly, this sentiment is shared by numerous Superstars who have stood across the ring from Shawn Michaels. And on April 2, 2011, World Wrestling Entertainment expressed the same reverence for The Showstopper when HBK joined the WWE Hall of Fame.

Breakdown

If you find the sum of Shawn Michaels attributes, it's a game-high 1,070, for an Overall rating of 96. He is very well rounded, has five abilities, and includes a fresh "HBK Comeback" ability that is added to your arsenal when you download him.

He's a super-fast Superstar and the best defender in the game with his pair of 95 ratings.

Legends
The Rock



Stats

Height : 6'5"
Weight: 260 pounds
Weight Class: Heavyweight
From : Miami, FL
Career Highlights : WWE Champion; WCW Champion; Intercontinental Champion; World Tag Team Champion; Royal Rumble winner (2000)

Attributes

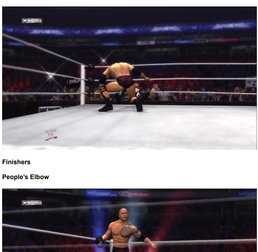
Strike Power: 90
Grapple Power : 80
Submission: 90
Strike Defense : 90
Grapple Defense : 90
Speed : 80
Agility: 80
Adrenaline: 90
Recovery: 90
Durability : 85
Charisma: 100
Tag Team: 80
Overall: 96

Abilities

Move Thief
Resiliency
Hammer Throw

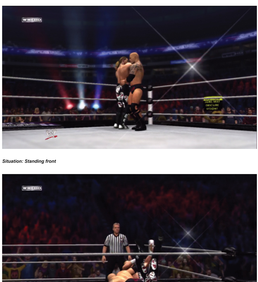
Signature Moves

Sharpshooter

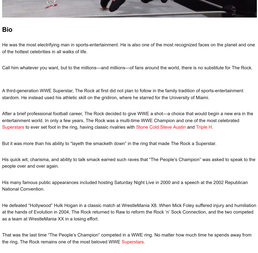


Situation: Breaking Point Submissions grounded opponent near legs

Spinebuster 11



Situation: Irish Whip rebound or standing front



Finishers

People's Elbow

Situation: Grounded opponent near upper body

Rock Bottom

Situation: Standing front

Bio

He was the most electrifying man in sports-entertainment. He is also one of the most recognized faces on the planet and one of the hottest celebrities in all walks of life.

Call him whatever you want, but to the millions—and millions—of fans around the world, there is no substitute for The Rock.

A third-generation WWE Superstar, The Rock at first did not plan to follow in the family tradition of sports-entertainment stardom. He instead used his athletic skill on the gridiron, where he starred for the University of Miami.

After a brief professional football career, The Rock decided to give WWE a shot—a choice that would begin a new era in the entertainment world. In only a few years, The Rock was a multi-time WWE Champion and one of the most celebrated Superstars to ever set foot in the ring, having classic rivalries with Stone Cold Steve Austin and Triple H.

But it was more than his ability to "layeth the smacketh down" in the ring that made The Rock a Superstar.

His quick wit, charisma, and ability to talk smack earned such raves that "The People's Champion" was asked to speak to the people over and over again.

His many famous public appearances included hosting Saturday Night Live in 2000 and a speech at the 2002 Republican National Convention.

He defeated "Hollywood" Hulk Hogan in a classic match at WrestleMania XX. When Mick Foley suffered injury and humiliation at the hands of Evolution in 2004, The Rock returned to Raw to reform the Rock 'n' Sock Connection, and the two competed as a team at WrestleMania XX in a losing effort.

That was the last time "The People's Champion" competed in a WWE ring. No matter how much time he spends away from the ring, The Rock remains one of the most beloved WWE Superstars.

Breakdown

The Rock is one of just two Superstars in the game with 100 Charisma, so you should spend a lot of time with a full Momentum meter when playing as him.

The Rock Bottom Finisher is a directional throw that's fairly easy to set up for huge bonuses out of the ring, with object damage bonuses by smashing your opponents through the announcer table or steps.

The Rock doesn't drop below 80 in any attribute area, so he's a valuable download on top of the fact that you get the dramatic People's Elbow Finisher added to your Move-Set with his addition.

Divas
Beth Phoenix

Stats

From : Buffalo, NY
Career Highlights : Women's Champion

Attributes

Strike Power : 60
Grapple Power : 70
Submission : 80
Strike Defense: 55
Grapple Defense : 75
Speed : 60
Agility : 65
Adrenaline : 75
Recovery : 65
Durability: 65
Charisma : 80
Tag Team : 70
Overall : 75

Abilities

Hammer Throw
Resiliancy

Signature Moves

Fisherman Suplex 3

Situation: Standing front

Finishers

Glam Slam

Situation: Irish Whip rebound or standing front

Glam Slam Stretch

Situation: Breaking Point Submission grounded side

Bio

Beth Phoenix likes to talk a good game, boasting of her strength and dominance over all the Divas in the ring. And Phoenix backs her words up—it's what Glamazons do. But while domination may be her "nature," "The Glamazon" is no one-trick pony.

Ever since she was a little girl, she's been commanding respect and powering her way through obstacles and challenges.

Phoenix's passion for sports-entertainment began as a young girl, watching countless hours of WWE with her grandma on weekend mornings. It was from that moment she knew, come hell or high water, she was going to make it.

Enrolling at Notre Dame High School in Elmira, NY, Phoenix began to blaze her own trail, becoming the first female on the wrestling team.

But making it to WWE was a little more difficult—and college came first. Degree in hand, she threw caution to the wind and pursued her passion.

Her performance at 2008's Judgment Day, lifting both Melina and then-Women's Champion Mickie James over her shoulder at the same time, drew gasps from the crowd. But according to The Glamazon, moments like those speak for themselves.

"After I fought my way in the dark, WWE recognized and respected The Glamazon for the incredible entity that I am. It's not that I want to establish myself at the top of the food chain," Phoenix continued. "I want to establish myself as unlike anyone else who has come through WWE and the Divas division."

Breakdown

Beth Phoenix is the strongest overall Diva with a 75 Overall rating, and she rocks an 80 in Submission. Her Grapple Power is 70, but "The Glamazon" is a slower Diva, with a Speed rating of 60. Weaken your opponents and then lock in a Glam Slam Stretch Breaking Point Submission for the win.

Divas

Eve

Stats

From: Denver, CO
Career Highlights: Divas Champion; Winner of the 2007 WWE Diva Search

Attributes

Strike Power : 55
Grapple Power: 55
Submission : 55
Strike Defense : 70
Grapple Defense : 70
Speed: 75
Agility : 85
Adrenaline : 85
Recovery: 75
Durability : 50
Charisma: 85
Tag Team: 70
Overall: 73

Abilities

Move Thief

Signature Moves

Neckbreaker 4

Situation: Standing front

Finishers

Hand Spring Moonsault

Situation: Grounded opponent near side

Diving Moonsault 1

Situation: Dive vs. grounded opponent

Bio

If one were to ask Eve how she views herself, the beautiful Los Angeles resident would answer, "I am sexy, smart, and always excel and do my best."

It's that same drive that propelled Eve to enter the 2007 Diva Search and become not only one of the final eight contestants, but the winner of the competition.

No stranger to the excitement of a large crowd as a Los Angeles Clippers Sprint Dancer, she now brings her unique strength and enthusiasm to WWE.

Eve is hardly a slouch in the brains department either, as she's adept at solving Rubik's Cubes whenever the mood strikes her. Also, in addition to studying Gracie Jiu-Jitsu with Rener Gracie, she assisted in designing GracieUniversity.com.

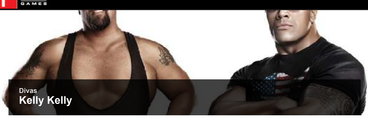
To help keep her body in shape, she enjoys dancing, running, aerobics, and kickboxing. And if you really want to get this Divas Champion's temperature rising (pay attention, boys), the key to Eve's heart is a night of salsa dancing, with intelligent conversation mixed in.

It's easy to see why one might consider Eve to be a strong, beautiful woman with a sunny disposition, though be warned; she's the first one to admit that if something or someone rubs her the wrong way, "I do have a bit of a temper."

Breakdown

Eve doesn't have a lot of power (55 in Strike and Grapple Power and in Submission), but she has the second best Charisma (85) of any included Diva, so she'll open up her Signature move quickly.

Follow that up with her Hand Spring Moonsault Finisher for a dynamic finish and a 3× multiplier to make up for her lack of power. She's pretty decent defensively with 70s in both Strike Defense and Grapple Defense—maybe it's her Jiu-jitsu background.



Divas
Kelly Kelly

Stats

From: Jacksonville, FL
Career Highlights : Divas Champion

Attributes

Strike Power: 55
Grapple Power: 50
Submission: 55
Strike Defense: 55
Grapple Defense : 60
Speed : 80
Agility: 75
Adrenaline : 85
Recovery : 75
Durability : 45
Charisma : 90
Tag Team: 75
Overall: 70

Abilities

Move Thief

Signature Moves

Frankensteiner 1

Situation: Standing front or running

Lou Thesz Press 2

Situation: Irish Whip rebound or running.

Finishers

K2

Situation: Standing front or Irish Whip rebound

Bio

When she debuted on June 13, 2006, Kelly Kelly became the youngest Diva in all of WWE. A self-proclaimed exhibitionist, she put on shows dubbed "Kelly Kelly's Exposé" for our fans' enjoyment.

Since then, her beaming smile and infectiously positive attitude have made her beloved by the WWE Universe. Kelly Kelly is not only gorgeous but has proven herself to be a tough in-ring competitor as well.

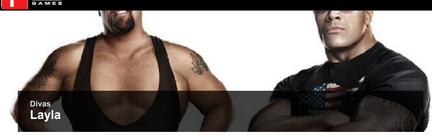
Although she was young and short on experience, Kelly Kelly would mature quickly, both in and out of the ring. This alluring Diva would prove herself a key competitor in all Divas Battle Royals, tag team affairs, and singles competition.

Regardless of where she finds herself, Kelly Kelly continues to prove she's as fierce—and beautiful—as any Diva. And this is why she continues to invade the hearts of the WWE Universe around the world.

Breakdown

Kelly Kelly may be more "girly" than some of the other Divas on the roster, but she leads the pack with a 90 Charisma, which will open up her Signature moves quickly.

She's also the only Diva out of the box who can store three Finishers. Use her Move Thief ability to steal your opponent's Finisher and take advantage of the boost in damage to your opponent's HP.



Divas
Layla

Stats

From: Miami, FL
Career Highlights : Divas Champion; Women's Champion; 2006 Divas Search winner

Attributes

Strike Power: 55
Grapple Power: 55
Submission : 55
Strike Defense: 55
Grapple Defense : 70
Speed : 80
Agility : 70
Adrenaline : 80
Recovery : 75
Durability : 45
Charisma : 75
Tag Team: 90
Overall : 70

Abilities

Leverage Pin

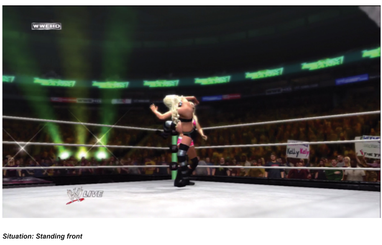
Signature Moves

Spinning High Kick

Situation: Standing front

Finishers

Layout



Situation: Standing front

Bio

Utilizing skills honed while a dancer for the NBA's Miami Heat, Layla won WWE's 2006 Diva Search to gain entry into WWE.

After making her first appearance that year at SummerSlam, the English-born beauty took her hot dance steps to ECW, where she wowed the WWE Universe as part of the Extreme Exposé Diva dance troupe.

By 2009, Layla joined forces with Michelle McCool to form Team Lay-Cool. The "Flawless" duo seemed inseparable, even going as far as referring to themselves as the self-professed "co-Women's Champions" when Michelle held the title.

But, it wouldn't take long for Layla to enjoy her time in the spotlight.

With McCool at her side, Layla pinned Beth Phoenix on the May 14, 2010, edition of SmackDown to become the first ever British Women's Champion in a rare two-on-one Handicap match for the women's title.

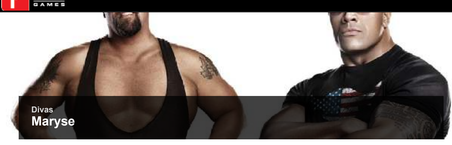
Layla made history once again as she helped Michelle defeat two-time Divas Champion Melina to unify the Divas and Women's Championships in a Lumberjills match.

But things began to unravel between Layla and Michelle in 2011, culminating with a Loser Leaves WWE match at Extreme Rules, which saw their friendship end and McCool leave the squared circle for good.

The British beauty is a formidable force to be reckoned with and looks to continue leaving a mark on the Divas division.

Breakdown

Layla makes a great Tag Team partner with her 90 rating, but overall she is rated as a 70. Use her decent speed to inflict damage with running Hurricanranas and keep the opponent away from you. She's got the Leverage Pin ability, so reverse groggy grapples against you into strong pin attempts.



Divas
Maryse

Stats

From: Montreal, Quebec
Career Highlights : Divas Champion; participant in the 2006 Diva Search

Attributes

Strike Power: 50
Grapple Power: 45
Submission : 50
Strike Defense: 45
Grapple Defense : 55
Speed : 80
Agility : 70
Adrenaline : 85
Recovery: 80
Durability: 45
Charisma: 80
Tag Team: 80
Overall : 66

Abilities

Leverage Pin
Ring Escape

Signature Moves

French TKO

Situation: Standing front

Finishers

French Kiss

Situation: Standing front

Bio

A finalist in the 2006 edition of the Diva Search competition, sultry French Canadian Maryse prides herself on being a fashion snob and enjoys belittling people any chance she gets, as can be seen in her sexy, "I'm better than you" attitude.

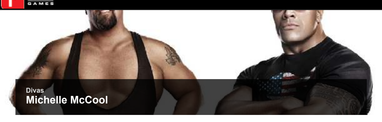
But there's substance behind this beauty from the Great White North, as evidenced by the fact that she became only the second Divas Champion in WWE history.

Throughout her tenure at WWE, Maryse has enjoyed a bevy of suitors, eager for the opportunity to woo her. Thus far, the gorgeous blond has proven equally as heartless outside the ring as she has inside. And something tells us she wouldn't want it any other way.

Breakdown

There's no attribute category for "Super-Hot," so unfortunately, Maryse is rated the game's lowest Overall Rating at 66. Her amateur background was in modeling, and it's reflected in her 45 ratings in Grapple Power, Strike Defense, and Durability.

She's decently fast, so stay active and away from stronger opponents. Pick up an object if it's legal. Otherwise, take the battle ringside.



Divas

Michelle McCool

Stats

From : Palatka, FL
Career Highlights : Divas Champion; Women's Champion

Attributes

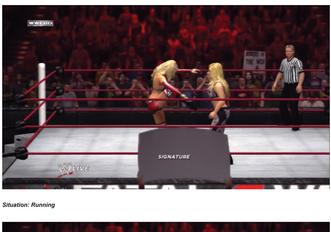
Strike Power: 55
Grapple Power: 55
Submission : 60
Strike Defense: 65
Grapple Defense : 65
Speed : 80
Agility : 75
Adrenaline: 80
Recovery : 80
Durability: 45
Charisma: 85
Tag Team: 85
Overall : 72

Abilities

Hammer Throw
Resiliency
Dirty Pin

Signature Moves

Big Boot 4



Situation: Running

Finishers

Faith Breaker

Situation: Standing front or Irish Whip rebound

Bio

There are many words that could be used to describe Michelle McCool—aggressive, cruel, malicious. But more than any of these things, the tough-as-nails Diva was a fighter.

First introduced to the WWE Universe as a contestant in the 2004 Diva Search, McCool didn't win the competition, but she was so dynamic that she was brought to SmackDown later that year.

Her early days were unremarkable, but McCool refused to be held back, because she had struggled for too long to get where she was.

Before she ever stepped in the ring, Michelle was a teacher in Florida. She spent her days educating schoolchildren about science, but she always knew what she really wanted to do with her life.

From the day she attended a WWE event with her father and grandfather when she was six years old, McCool vowed she would be a sports-entertainer. The little girl set eyes on the "American Dream" Dusty Rhodes and she was hooked.

Living by the motto "Faith to fight the good fight, heart to believe, and soul to search within," McCool battled her way from Diva Search reject to the top of the division.

At first wasted as the manager of a forgettable tag team known as The Teacher's Pets, McCool began to carve her own path when she set out as a singles competitor.

Early matches weren't always pretty, but her perseverance paid off in July of 2008 when she defeated Natalya to become the first-ever Divas Champion.

The victory was a huge one for the Florida native, and it inspired a change in her. No longer was she concerned with pleasing the fans. Instead, her main goal was to stay on top of the Divas division at any cost.

It was a shocking change of personality, but a shift that brought McCool more accolades. In June of 2009, she defeated Melina at The Bash to capture the women's title, becoming the first competitor to win both the Divas and Women's Championships.

On that night, her legacy as a historic Diva was cemented.

From there, McCool formed an alliance with the equally nasty Layla. Collectively known as Team Lay-Cool, the mean girls became the wickedest duo in WWE.

Like two nasty high school students, they resorted to name-calling to belittle the other Divas in the locker room and found every way to cheat to hold on to the Divas Championship they shared.

They were evil, but effective. That was until WrestleMania XXVII, when Team Lay-Cool was put in their place by Jersey Shore star Snooki.

The loss stung and led to the eventual breakup of McCool and Layla. But instead of ending their successful partnership on good terms, the former friends battled in a Loser Leaves WWE match at Extreme Rules.

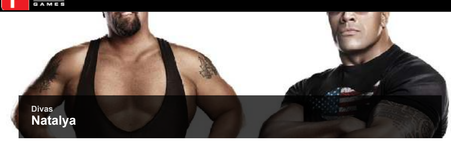
Michelle lost that match, bringing a premature end to a stellar career she'd worked so hard to attain. It was a rough way to go. After being pinned by Layla, she was brutalized in the ring by the monster known as Kharma.

That night, McCool left the WWE battered and bruised, but she didn't mind. The Diva was used to fighting.

Breakdown

Michelle McCool is a solid all-around Diva. She's got an Overall rating of 72 and 85 in Charisma. Boost your momentum and bring the pain with her extremely awesome Faith Breaker Finisher, which helped make her famous.

Join Layla in a tag team and take advantage of her 85 Tag Team rating—it'll be just like the old days.



Divas
Natalya

Stats

From: Calgary, Alberta, Canada
Career Highlights: Divas Champion

Attributes

Strike Power : 50
Grapple Power : 65
Submission: 85
Strike Defense : 55
Grapple Defense : 80
Speed: 65
Agility: 65
Adrenaline: 70
Recovery: 70
Durability : 60
Charisma : 75
Tag Team : 75
Overall: 73

Abilities

Hammer Throw
Resiliency

Signature Moves

Stalling Suplex

Situation: Standing front

Sharpshooter

Situation: Breaking Point Submission near lower body

Bio

From the moment she first came before the WWE Universe, Natalya realized that competing in WWE was a gift, one she would utilize to its fullest extent. Of course, being trained in the legendary Hart Family Dungeon alongside a few famous family members didn't hurt either.

Despite a profound desire to forge her own path, there's no denying that Natalya possesses the "hart" to reach new heights in the ring.

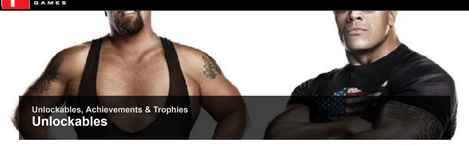
Whether creating havoc as part of The Hart Dynasty, executing the family Sharpshooter, or stepping out on her own to capture the Divas Championship, the fiery third-generation Diva has shown time and time again that the legendary Pink & Black legacy is safe in her hands.

Without a doubt, Natalya's incredible combination of beauty, talent, and untamed desire continues to make her family proud and uphold their long tradition in WWE.

Breakdown

Natalya has a ridiculous 85 Submission rating, which, partnered with her Breaking Point Submission Finisher, makes for interesting Diva matches. Her Grapple Power is 65 and her Grapple Defense is 80.

If the other Divas try to grapple with her for long, they're going to end up on the wrong end of a submission. Attack the opponent's legs from the chain hold or on a grounded opponent and finish with a Sharpshooter to force a tap.



Unlockables, Achievements & Trophies

Unlockables

Unlockables

WWE '12 is filled with unlockable Superstars, title championships, arenas, attires, music, and entrances. Many of them are unlocked as you progress through the three stories (Villain, Outsider, and Hero) in the *Road to WrestleMania* game mode.

In our table, we've outlined the points in the story where the item or Superstar is unlocked, identified with either the pay-per-view event name or a scene number that represents the week and the exact scene within that week the item or Superstar is unlocked.

Note

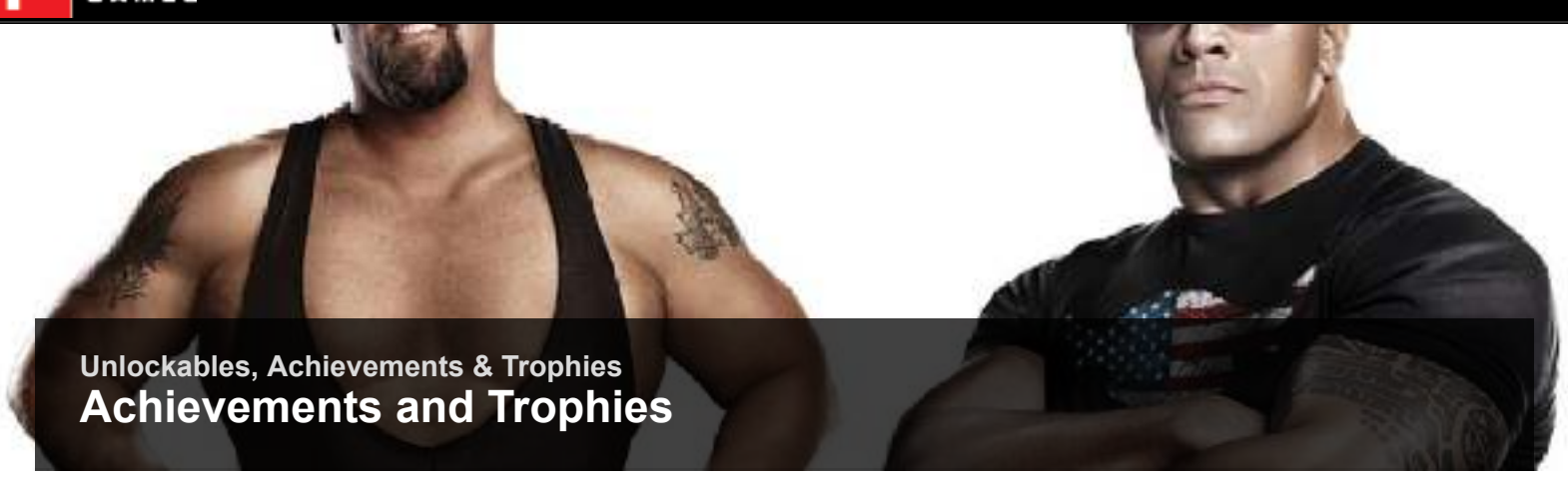
Example: Eddie Guerrero is unlocked in "Hero Story Scene 7-1," which means he is unlocked after you complete the first scene in the seventh week (a flashback match with Rey Mysterio).

Some arenas and attires are unlocked as you come across them in a story, but many arenas require that you begin your WWE Universe adventure as well.

Note

If you don't want to wait, visit the WWE Shop from the main menu and pick up the Fan Axxess package for all unlockables, with the Superstar Attribute Customizer thrown in.

Unlockable	How to Unlock/When Unlocked	Category
Brock Lesnar	Win the first one-on-one match.	Superstar
Arn Anderson	Villain Story cutscene *Royal Rumble*	Superstar
Shawn Michaels	Use Undertaker and win *Elimination Chamber* .	Superstar
Edge	Villain Story cutscene Battle Royal	Superstar
Stone Cold Steve Austin	Use champion and successfully defend WWE Championship.	Superstar
Sin Cara	Become Intercontinental Champion.	Superstar
Demolition—Ax and Smash	Become Tag Team Champ.	Superstar
Stone Cold Steve Austin	Outsider Story scene WrestleMania	Superstar
Kevin Nash	Outsider Story cutscene 5-2, after the cutscene where Kevin Nash slams Triple H in the locker room	Superstar
Vader	Hero Story scene 6-2, after your match with Tyson Kidd and you defeat Vader in the ring	Superstar
Eddie Guerrero	Hero Story scene 7-1, after your match with Rey Mysterio as Eddie Guerrero	Superstar
Booker T	Hero Story scene 8-1, after Booker T's appearance in Jacob Cass's match with Husky Harris	Superstar
Road Warriors—Animal and Hawk	Hero Story scene 10-1, after Animal's appearance in Jacob Cass's match with Kofi Kingston	Superstar
Ricky Steamboat	Hero Story cutscene *Royal Rumble*	Superstar
Mr. McMahon	Hero Story cutscene Steel Cage match	Superstar
Goldust	Cody Rhodes wins a match. (Cody attacks his own opponent, but Goldust runs in to rescue. Goldust and Cody are enemies.)	Superstar
Michelle McCool	Win Divas Championship.	Superstar
Outsider Story	Villain Story scene *WrestleMania*	*Road to WrestleMania* Story
Hero Story	Outsider Story cutscene *SummerSlam*	*Road to WrestleMania* Story
King of Kings Music	Outsider Story cutscene *SummerSlam*	Music
United Kingdom Entrance Video and Music	Villain Story scene *TLC*	Entrance Video and Music
Jacob Cass Entrance Video and Music	Hero Story scene 2-1, after you walk down the ramp the first time as Jacob Cass	Entrance Video and Music
Mr. McMahon Entrance Video and Music	Hero Story cutscene Steel Cage match	Entrance and Music
Undertaker Entrance	Win a match with Undertaker in the WrestleMania arena in Universe Mode.	Entrance and Music
Hardcore Championship	Win any title during a Falls Count Anywhere match.	Championship
Million Dollar Championship	Win any title with Ted DiBiase.	Championship
World Tag Team Championship	Win the Tag Team titles on *SmackDown* .	Championship
WWE Tag Team Championship	Win the Tag Team titles on Raw.	Championship
WWE Championship	Win the WWE Championship with Triple H at a PPV.	Championship
ECW Championship	Win any title during an *Extreme Rules* match.	Championship
WWE Attitude Era Heavyweight Championship	Win the WWE Championship with Stone Cold Steve Austin.	Championship
Champion of Champions Title	Win any title at the Clash of the Champions arena.	Championship
Classic WWE Intercontinental Championship	Win the Intercontinental title.	Championship
WWE European Championship	Villain storyline scene 10-1, Sheamus on stage with William Regal, Drew McIntyre, Wade Barrett.	Championship
WWE Light Heavyweight Championship	Win any title with Rey Mysterio.	Championship
European Championship	Villain Story scene 10-1, after Sheamus declares his US Championship the European Championship	Championship
WCW World Heavyweight Championship	Hero Story scene 13-1, after Big Show spray paints WCW on the championship	Championship
WWE Championship (WCW) Championship	Hero Story cutscene *Elimination Chamber*	Championship
WCW Championship	Hero Story cutscene Steel Cage 1	Championship
John Cena Entrance Attire	Villain Story scene 1-4, after you defeat John Cena on the stage as Sheamus	Attire
The Miz Entrance Attire	Villain Story scene 2-1, after The Miz comes out on stage with Wade Barrett	Attire
Sheamus with T-Shirt	Villain Story scene 5-4, after your Tag Team match as William Regal, Drew McIntyre, and Sheamus	Attire
William Regal with Suit	Villain Story scene 8-5, after United Kingdom wins *Survivor Series*	Attire
Drew McIntyre with Suit	Villain Story scene 13-2, after you weaken John Cena in the ring as Sheamus	Attire
Edge Entrance Attire	Villain Story scene 15-2, after you defeat Arn Anderson in the ring	Attire
Sheamus with Suit	Villain Story scene 18-1, after you finish off Triple H in the ring as Sheamus	Attire
Wade Barrett with Suit	Villain Story scene 19-2, after your backstage brawl with Wade Barrett	Attire
Triple H Street Attire	Outsider Story cutscene *WrestleMania*	Attire
The Miz with Suit	Outsider Story scene 10-1, after The Miz announces he's general manager	Attire
Arn Anderson Civilian Attire	Hero Story scene 5-1, after Kevin Nash introduces Arn Anderson	Attire
Kevin Nash with Suit	Hero Story cutscene 14-1, after Kevin Nash slams Jacob Cass and Rey Mysterio after their Tag Team match with Big Show and Cody Rhodes	Attire
Mr. McMahon with Suit	Hero Story cutscene Steel Cage 1	Attire
Dashing Cody Rhodes	Villain Story scene 4-1, after your match with Cody Rhodes as Sheamus	Attire
John Cena Purple Attire	Go into a *WrestleMania* match featuring John Cena as one of the competitors. It should be his entrance attire.	Attire
John Cena with T-Shirt	Go into a *WrestleMania* match featuring John Cena as one of the competitors. It should be his entrance attire.	Attire
Hooded Undertaker Entrance Attire	Go into a *WrestleMania* match featuring Undertaker as one of the competitors. It will be his entrance attire.	Attire
Randy Orton without Beard	Go into a *WrestleMania* match featuring Randy Orton as one of the competitors. It will be his model during entrance and match.	Attire
NXT Arena	Win Survivor Series in the Hero storyline (the first PPV).	Arena
Over the Limit Arena	Win the match in arena proposed in WWE Universe mode.	Arena
Fatal 4-Way Arena	Win the match in arena proposed in WWE Universe mode.	Arena
Money in the Bank Arena	Win the match in arena proposed in WWE Universe mode.	Arena
Night of Champions Arena	Win the match in arena proposed in WWE Universe mode.	Arena
Hell in a Cell Arena	Win the match in arena proposed in WWE Universe mode.	Arena
Bragging Rights Arena	Win the match in arena proposed in WWE Universe mode.	Arena
Survivor Series Arena	Win the match in arena proposed in WWE Universe mode.	Arena
TLC Arena	Win the match in arena proposed in WWE Universe mode.	Arena
Extreme Rules Arena	Win the match in arena proposed in WWE Universe mode.	Arena
Tribute to the Troops Arena	Complete your first year in WWE Universe mode.	Arena
NXT Arena	Hero Story scene *SummerSlam*	Arena
Clash of the Champions Arena	Hero Story cutscene Clash of Champions	Arena
Nitro Arena	Hero Story cutscene 21-1, after the Monday Night Nitro match	Arena
Starrcade Arena	Hero Story cutscene Steel Cage match 2	Arena



Unlockables, Achievements & Trophies

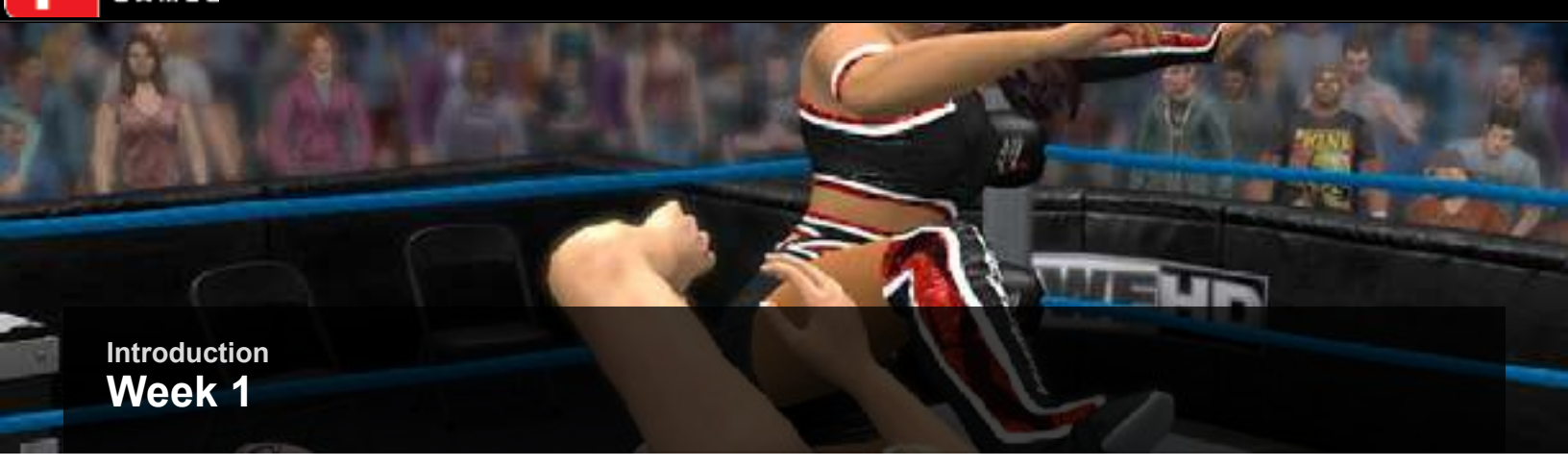
Achievements and Trophies

Achievements and Trophies

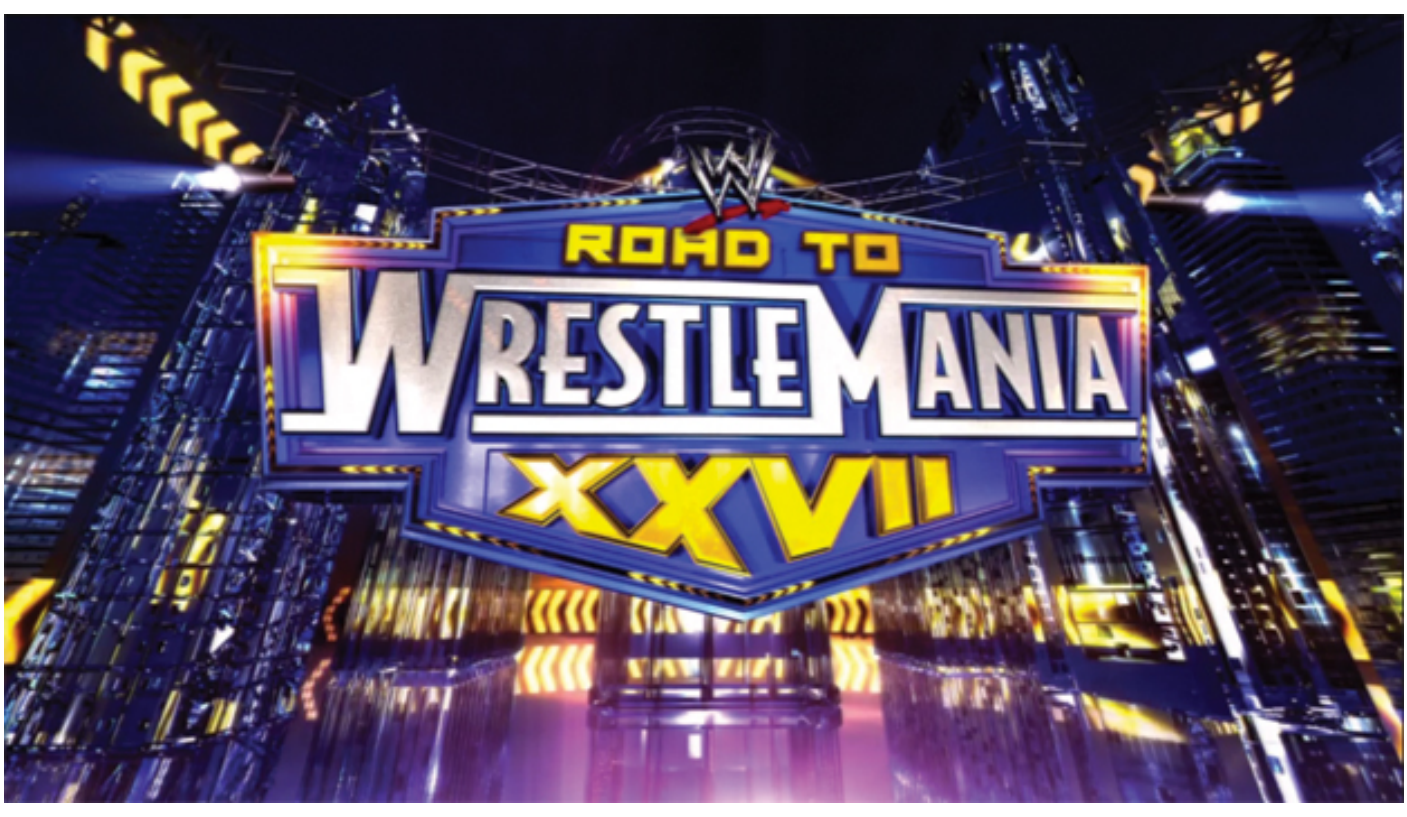
There are 49 achievements/trophies in *WWE '12,* and you may be awarded some through the course of regular gameplay. However, some require that you do some serious (and perhaps gratuitous) damage, like break 50 tables, ladders, or chairs or log 20 submissions in one epic gaming session.

Many more are part of the Creations mode in the game, so flex your creative muscles and take your Superstar to the WWE Universe!

Achievement/Trophies	Xbox 360 Gamerscore	PS3 Trophy Type	How to win
Destroyer	15	Bronze	Inflict heavy damage to opponent's head, arms, and legs (Single Player)
Arena Designer	15	Bronze	Create one arena in Create-An-Arena
Look! Look at a my Titantron!	15	Bronze	Use a movie created in Custom Entrance Video in an entrance scene (Single Player)
Unique Original Story	15	Bronze	Create a story that includes a Custom Superstar or Custom Arena
Custom Logo Wizard	15	Bronze	Apply a Custom Logo to a Custom Superstar, Video, or Arena
Creative With The Moves	15	Bronze	Create a front, top rope and corner Finisher in Custom Finisher Move
Finished Villain Episode!	30	Silver	Complete Villain episode in *Road To WrestleMania*
Finished Outsider Episode!	30	Silver	Complete Outsider episode in *Road To WrestleMania*
Finished Hero Episode!	50	Gold	Complete Hero episode in *Road To WrestleMania*
Comeback!!!	15	Bronze	Use Comeback ability to increase momentum to MAX (Single Player)
The WWE Arrives at a New Arena	15	Bronze	Hold an Exhibition at a Custom Arena (Single Player)
Submission Specialist	30	Silver	Win 20 times with submission in one session (Single Player)
The Art of Submission	15	Bronze	Win by applying a submission to a heavily damaged body part (Single Player)
Well Scouted	15	Bronze	Reverse an opponent's finishing move (Single Player)
Wildman of the Ring	15	Bronze	Break 20 tables, ladders, or chairs in one session (Single Player)
Berserker	30	Silver	Break 50 tables, ladders, or chairs in one session (Single Player)
For Whom the Bell Tolls	15	Bronze	Pin or submit Undertaker in the *WrestleMania* arena on Legend difficulty
Challenger	20	Bronze	Win at least once on Hard difficulty or higher (Single Player)
Professional Material	30	Silver	Win 20 times on Hard difficulty or higher in one session (Single Player)
Legend Status Accomplishments	50	Gold	Win 50 times on Hard difficulty or higher in one session (Single Player)
Thank You Edge	15	Bronze	Win 37 times with Edge (Single Player)
Start as a Pro	15	Bronze	Win using a Custom Superstar in WWE Universe (Single Player)
Rolling Now!	15	Bronze	Build momentum up to 75% in WWE Universe using a Custom Superstar (Single Player)
I Ain't Losing to Anyone!	15	Bronze	Build momentum up to 100% in WWE Universe using a Custom Superstar (Single Player)
I'm Gonna be Champion	15	Bronze	Become #1 Contender for a Championship in WWE Universe using a Custom Superstar (Single Player)
First Step of a Glorious Career	20	Bronze	Win one Championship title in WWE Universe using a Custom Superstar (Single Player)
I Like Titles	30	Silver	Win 3 Championship titles in WWE Universe using a Custom Superstar (Single Player)
Grand Slam Champion	50	Gold	Win 5 Championship titles in WWE Universe using a Custom Superstar (Single Player)
The Birth of an Historic Tag Team	15	Bronze	Win or defend on Tag Team Championship in WWE Universe using a Custom Superstar (Single Player)
Mr. *Money in the Bank*	15	Bronze	Win a Money In The Bank match in WWE Universe using a custom Superstar
A Successful Cash In	15	Bronze	Cash in Money In The Bank in WWE Universe and win using a Custom Superstar (Single Player)
Merciless Attack	15	Bronze	Injure an opponent in WWE Universe (Single Player)
WrestleMania 's My Destiny	30	Silver	Win a *Royal Rumble* match at *Royal Rumble* PPV in WWE Universe (Single Player)
My Target at *WrestleMania* is...!	15	Bronze	As WWE Universe *Royal Rumble* winner, participate in the *Royal Rumble* Winner's Event
A Man Destined to Be a Champion	15	Bronze	Win the final match at WWE Universe *WrestleMania* PPV (Single Player)
Superstar Contender	15	Bronze	Win a Superstar match at the WWE Universe Draft Event (Single Player)
Declaration of War	15	Bronze	Interfere in an AI vs AI WWE Universe fight and beat one opponent (Single Player)
Pandemonium	15	Bronze	Interfere in an AI vs AI WWE Universe fight and beat all opponents (Single Player)
Start Xbox LIVE NXT!	15	Bronze	Play in an Xbox LIVE match (Player match/Ranked match)
A Creator is Born	15	Bronze	Upload one creation to the WWE Community Creations
You've Got Fans!	30	Silver	Content you uploaded to Community Creations is downloaded 5 or more times by other players
Critic	15	Bronze	Review 5 or more items on Community Creations
That's Gotta Hurt!	15	Bronze	Win a Free Brawl by throwing your opponent through the window (Single Player)
Holla!	15	Bronze	Create your own show in WWE Universe
This Combo is Lethal	30	Silver	Perform a Wake-Up taunt, hit your Finisher, and then win via pinfall (Single Player)
Reach the Ropes	15	Bronze	Crawl to the ropes during a submission (Single Player)
Against the Odds	15	Bronze	Win a One on Three Free Brawl (Single Player)
Master of the Brawl	30	Silver	Execute a Finisher against all 44 areas in Free Brawl (Single Player)
Worked the Limb	15	Bronze	Use the limb targeting system to attack the same part 10 times in one match (Single Player)
PS3 Platinum Trophy	-	Platinum	Obtain all other trophies



Introduction

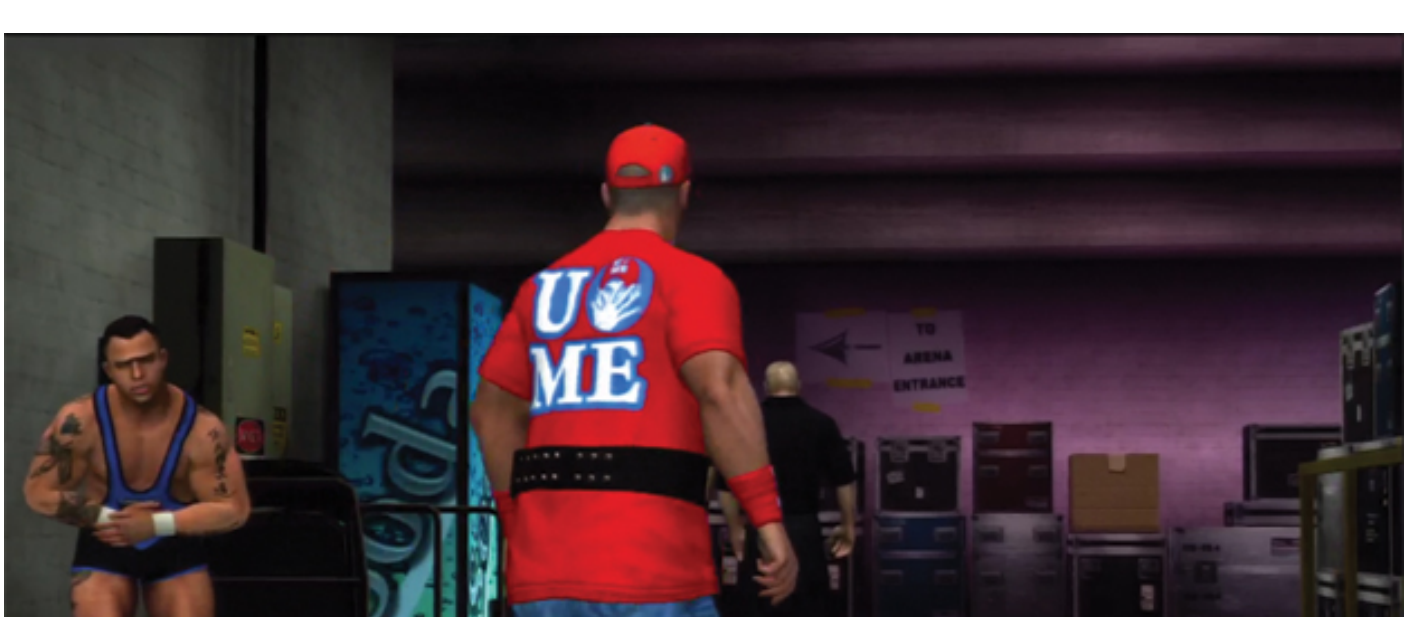


The *Road to WrestleMania* is the linear story mode of *WWE '12* . In order to limit story spoilers, we are going to reveal information only as it happens in the storyline, so if want to be surprised, follow our walkthrough as you move through the story, but don't jump ahead.

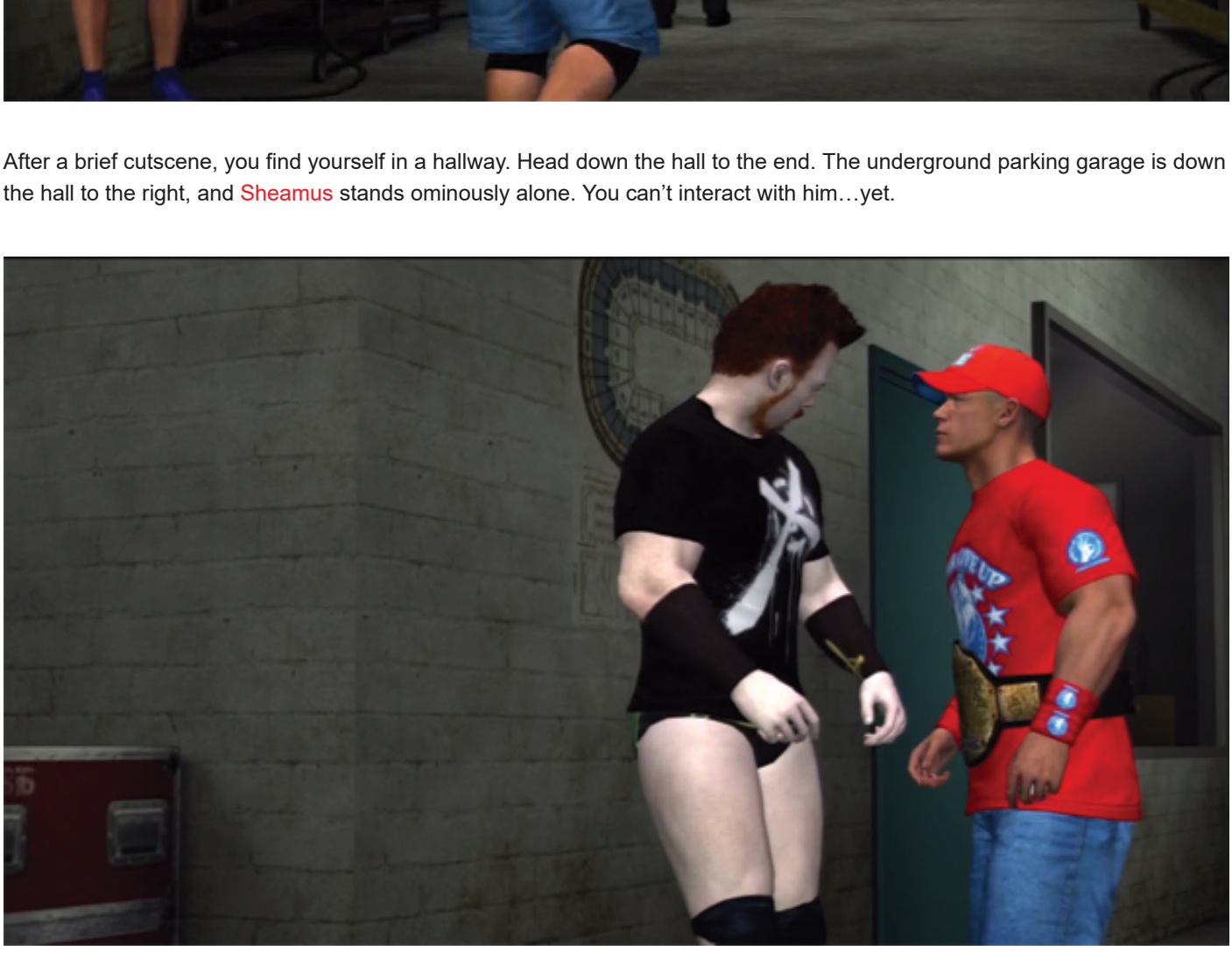
This linear story follows an ongoing WWE season that has you battling it out in a variety of match types with some locker room drama and brawls interspersed. Objectives will be called out in this text—whether or not they are stated on-screen in the game.

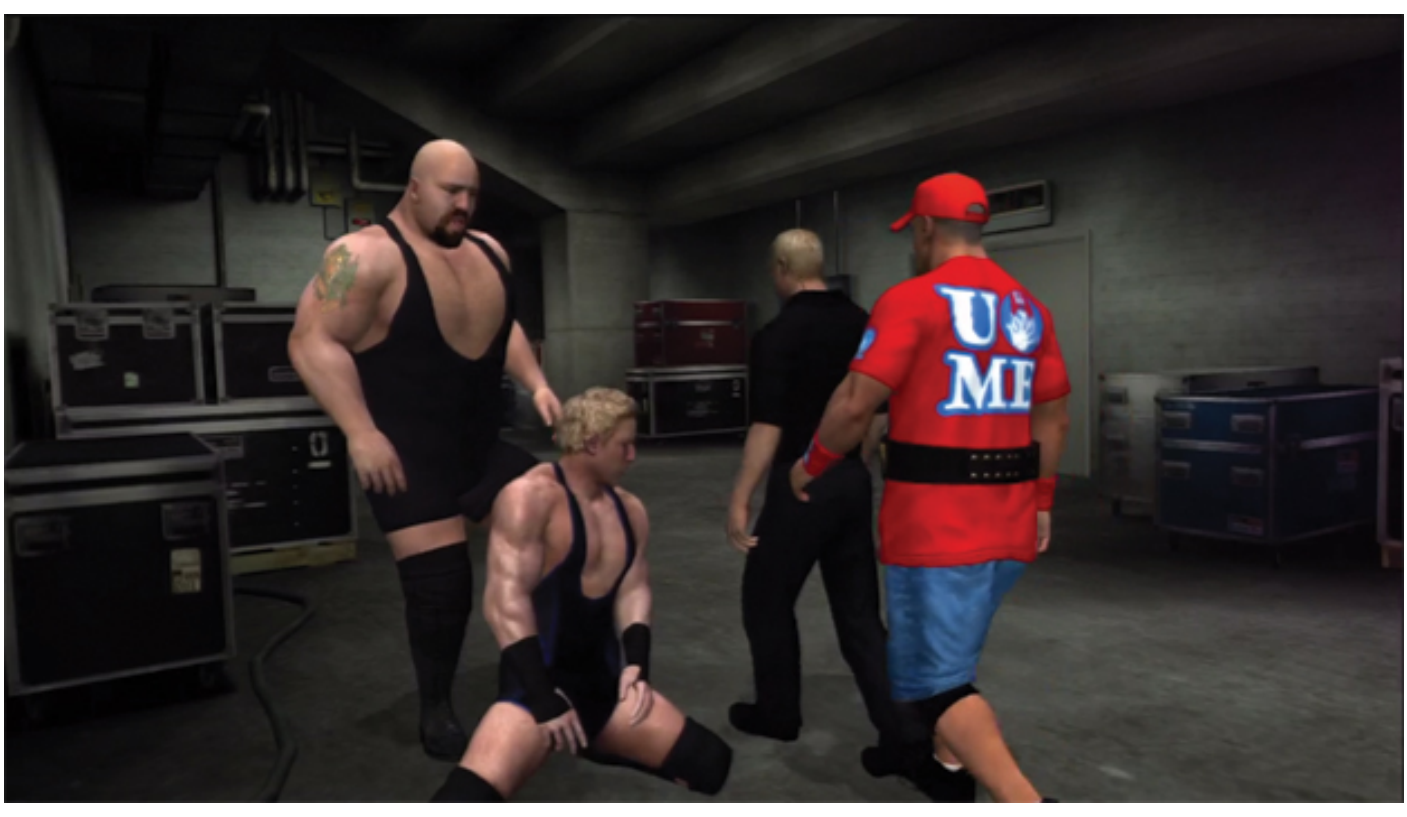
Week 1

It's time. A moment alone. You're John Cena, World Heavyweight Champion, and you're in your dressing room going through your pre-match routine.



After a brief cutscene, you find yourself in a hallway. Head down the hall to the end. The underground parking garage is down the hall to the right, and Sheamus stands ominously alone. You can't interact with him…yet.





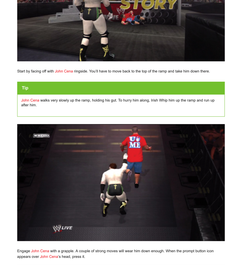
Turn back and follow the guard down the hall. Santino Marella stands to your left nursing an injury, but keep going to trigger a cutscene with Big Show warming up for the night on Jack Swagger. Head toward the arena entrance for your moment. It's time for John Cena's match with Undertaker.

Sheamus attacks you from behind!

Villain Story: Sheamus
Orlando, FL

The story really starts here. You start off playing the villain side, as Sheamus. Begin by finishing this scrap with John Cena.

Objective: KO John Cena with the prompt button by wearing him down and then getting him to the top of the stage.

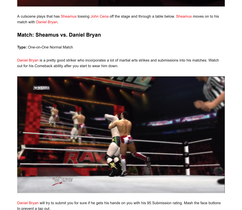


Start by facing off with John Cena ringside. You'll have to move back to the top of the ramp and take him down there.

Tip

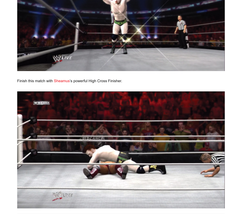
John Cena wakes very slowly up the ramp, holding his gut. To hurry him along, Irish Whip him up the ramp and run up after him.

Engage John Cena with a grapple. A couple of strong moves will wear him down enough. When the prompt button icon appears over John Cena's head, press it.



Tip

Whenever an opponent is worn down enough, but he isn't in the right spot for the cutscene, the prompt button above his head will appear grayed-out. Move him to the top of the ramp to have the prompt button glow active.

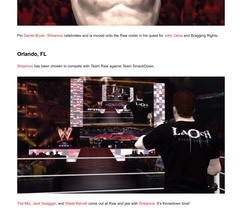


A cutscene plays that has Sheamus tossing John Cena off the stage and through a table below. Sheamus moves on to his match with Daniel Bryan.

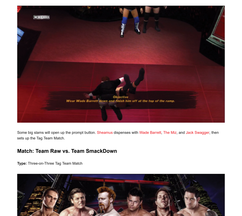
Match: Sheamus vs. Daniel Bryan

Type: One-on-One Normal Match

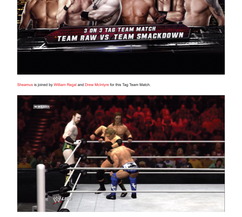
Daniel Bryan is a pretty good striker who incorporates a lot of martial arts strikes and submissions into his matches. Watch out for his Cornerback ability after you start to wear him down.

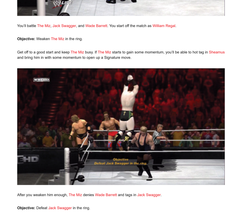


Daniel Bryan will try to submit you for sure if he gets his hands on you with his 95 Submission rating. Mash the face buttons to prevent a tap out.



Finish this match with Sheamus's powerful High Cross Finisher.





Pin Daniel Bryan. Sheamus celebrates and is moved onto the Raw roster in his quest for John Cena and Bragging Rights.

Orlando, FL

Sheamus has been chosen to compete with Team Raw against Team SmackDown.

The Miz, Jack Swagger, and Wade Barrett come out at Raw and join with Sheamus. It's threestein time!

Objective: Wear Wade Barrett down and finish him off at the top of the ramp.

Wade Barrett is a brawler used to bare-knuckle boxing. Stay clear of his fists and use running grapples to inflict damage on the dogs.

Some big slams will open up the prompt button. Sheamus dispenses with Wade Barrett, The Miz, and Jack Swagger, then sets up the Tag Team Match.

Match: Team Raw vs. Team SmackDown

Type: Three-on-Three Tag Team Match

Sheamus is joined by William Regal and Drew McIntyre for this Tag Team Match.

You'll battle The Miz, Jack Swagger, and Wade Barrett. You start off the match as William Regal.

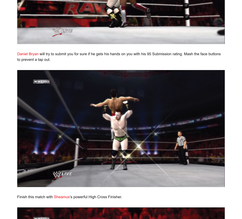
Objective: Weaken The Miz in the ring.

Get off to a good start and keep The Miz busy. If The Miz starts to gain some momentum, you'll be able to hot tag in Sheamus and bring him in with some momentum to open up a Signature move.

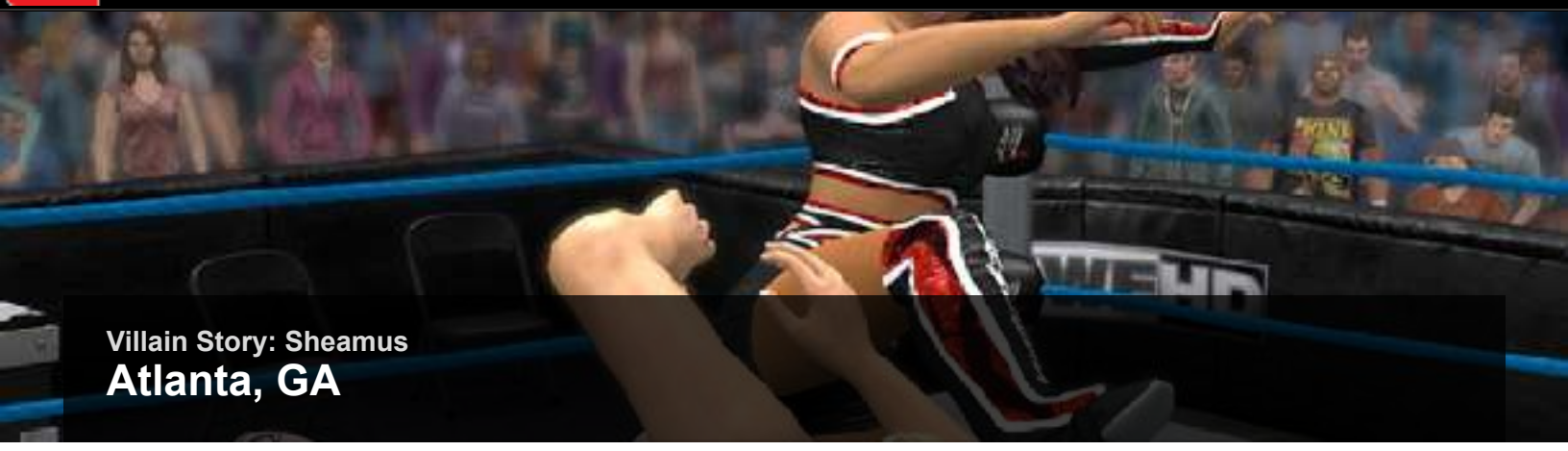
After you weaken him enough, The Miz denies Wade Barrett and tags in Jack Swagger.

Objective: Defeat Jack Swagger in the ring.

If you haven't already, tag in Sheamus—he's critical for this part—and stay clear of Jack Swagger's corner. If you get caught over there, you'll get blasted by his partners. Wear him down, but you won't be able to pin Jack Swagger. After you wear him down enough, a prompt button appears above his head.



Jack Swagger tries to tag in The Miz again and Wade Barrett hammers them both with stiff rights. Sheamus jumps in and grabs the pin for the win.



Villain Story: Sheamus

Atlanta, GA

After last week's dramatic finish, this battle is a welcome one-on-one straight match.

Match: Sheamus vs. Cody Rhodes

Type: One-on-One Normal Match

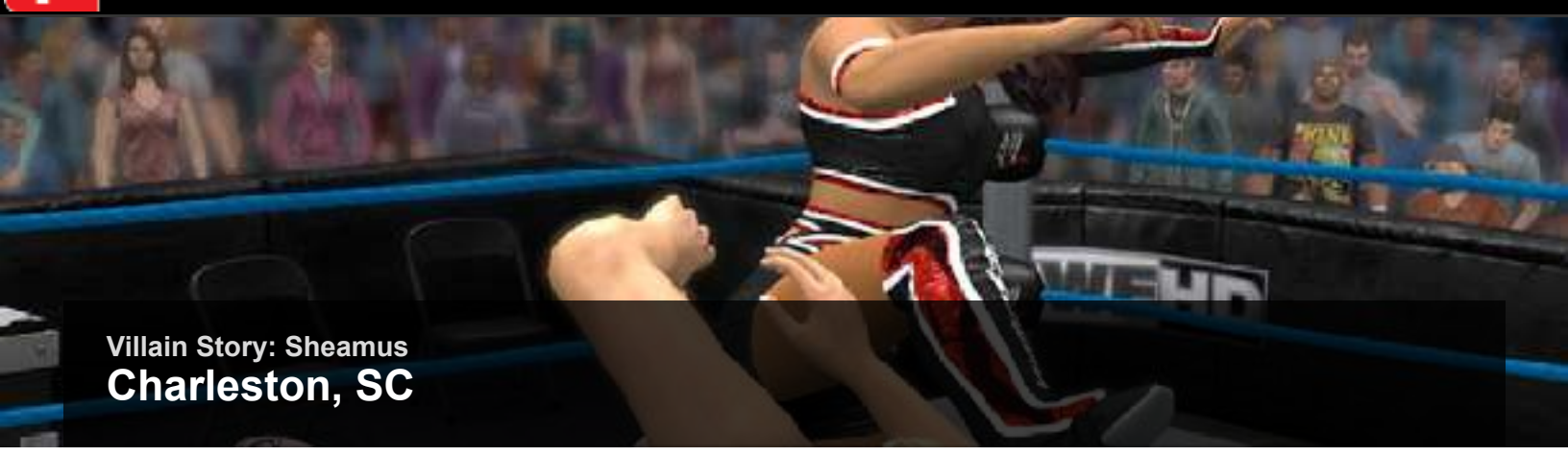
In this match versus "Dashing" Cody Rhodes, you need Sheamus to stay in control. Pick up Cody Rhodes and work power moves.

Well-timed reversals of Cody Rhodes's strikes will allow you to unleash a powerful strong strike that will drop Cody Rhodes to the mat.

Tip

Sheamus has the Ring Escape ability; use it to buy some time if you need to or escape before the opponent jumps on for the pin if you're stuck in a grounded state. Taunt to boost momentum. If your opponent follows you out, dive back into the ring and time his return with a strike or running grapple to regain control of the match.

Drag Cody Rhodes away from the ropes if you have to and log the pinfall victory.



Villain Story: Sheamus

Charleston, SC

It’s Halloween in South Carolina for another Raw and time for another Tag Team Match.

Match: Sheamus, William Regal, Drew McIntyre vs. Alberto Del Rio, Mark Henry, Edge

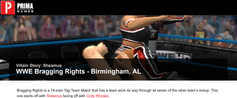
Type: Three-on-Three Tag Team Match

Sheamus is joined by William Regal and Drew McIntyre, and you can tag in William Regal if you choose. Edge will not tag out to his partners, so you’ve got to take him out.

Draw Edge over into your corner and battle him there. If he gets close enough, your teammates will help you out with strikes from the apron.

You’ll be prompted to tag in your partners if you get close. Or, you can hot tag when prompted if you’re taking a beating. Finish him off.

Sheamus and Edge stare off as Triple H comes in to announce the start of WWE Bragging Rights. William Regal appears to have something very interesting to say…

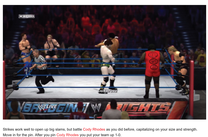


William Story: Sheamus

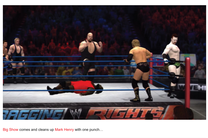
WWE Bragging Rights - Birmingham, AL

Bragging Rights is a 14-man Tag Team Match that has a team work its way through all seven of the other team's lineup. This one starts off with Sheamus facing off with Cody Rhodes.

Objective: Defeat Cody Rhodes.



Strikes work well to open up big slams, but battle Cody Rhodes as you did before, capitalizing on your size and strength. Move in for the pin. After you pin Cody Rhodes you put your team up 1-0.



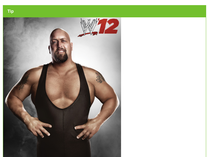
Big Show comes and cleans up Mark Henry with one punch...

...and William Regal catches the Big Boot. They're up 2-1.

Objective: Finish off Big Show in the ring.

Here you move into the ring as Alberto Del Rio—you'll want to use your greater speed against Big Show.

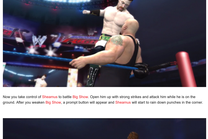
Tip



Big Show is a tough opponent. Work on him with strikes and run up on him with Final Over DDTs. You're not going to be able to submit him here with Alberto Del Rio's Finisher. You have to weaken him until the prompt button appears over his head.

Finally! The prompt button. What?! Alberto Del Rio's Cross Armbreaker is countered. Big Show wins again. Team SmackDown is up by two now 3-1.

Objective: Finish off Big Show in the ring.



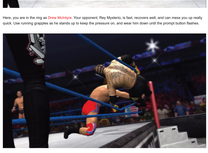
Now you take control of Sheamus to battle Big Show. Open him up with strong strikes and attack him while he is on the ground. After you weaken Big Show, a prompt button will appear and Sheamus will start to rain down punches in the corner.

Again? He's going to counter with a Chokeslam, but help is on the way. Triple H and Drew McIntyre join in to help with the suplex on Big Show. Sheamus wins! It's 3-2.

Objective: Finish off The Miz or Randy Orton in the ring.

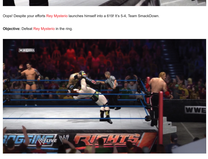
After you take out Big Show, Randy Orton is ready. He rushes at you. You're now wrestling as Triple H. Use his big grapples to control the ring with these two.

Weaken The Miz enough to trigger the prompt button and a cutscene. Randy Orton gets tossed out of the match by the ref—thanks to The Miz and his double-cross.



Now it's 3-3. The Miz takes out Triple H to push the score to 4-3. Team SmackDown. Now, Drew McIntyre takes out The Miz to even the score at 4-4. What a scramble!

Objective: Defeat Rey Mysterio in the ring.



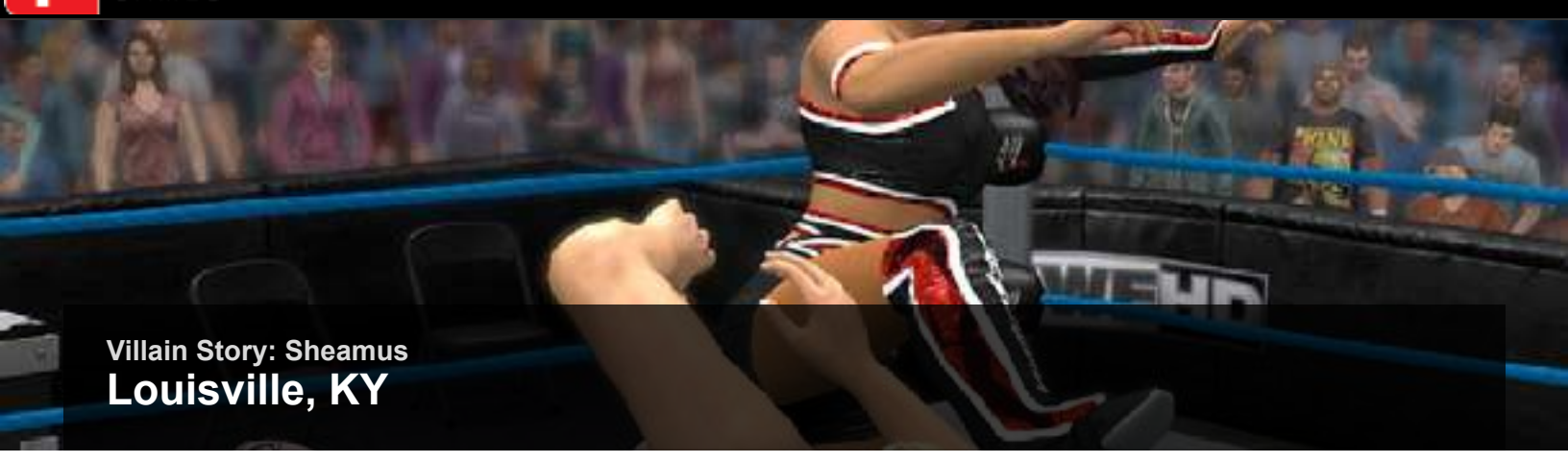
Here, you are in the ring as Drew McIntyre. Your opponent, Rey Mysterio, is fast, recovers well, and can mess you up really quick. Use running grapples as he stands up to keep the pressure on, and wear him down until the prompt button flashes.

Oops! Despite your efforts Rey Mysterio launches himself into a 619! It's 5-4. Team SmackDown.

Objective: Defeat Rey Mysterio in the ring.

As Sheamus, don't give Rey Mysterio any room to work. Use grapples to control this match, but beware. Rey is a master of the reversal. Watch out for his Comeback ability when you start to wear him down. Pin him the first chance you get to trigger a cutscene. It's all tied up at 5-5.

The two last remaining teammates from each team walk to the center of the ring. Sheamus and Wade Barrett join forces and take out their own teammates. This is the new alliance—the "United Kingdoms."



Villain Story: Sheamus

Louisville, KY

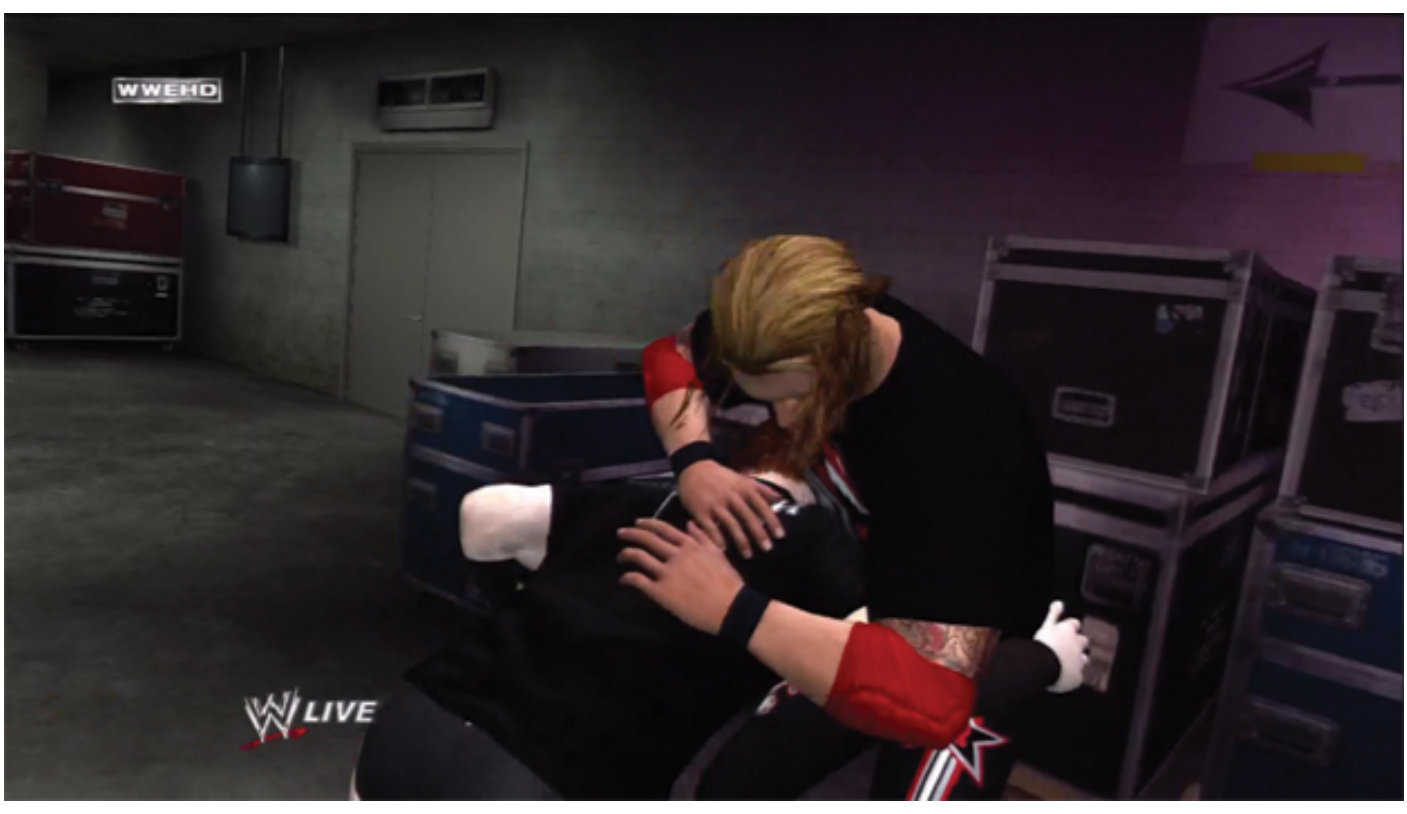
Edge and Sheamus meet in the hall. Edge tells you that you'll meet Alberto Del Rio, Jack Swagger, Big Show, and him at Survivor Series. Then he punches you.

Objective: In this brawl, wear Edge down and then finish him off by pressing the prompt button when he's near the entrance to the arena (to the right of the vending machine).

Here, you tangle with Edge in the hall near the entrance to the arena. If you let him, Edge will string together combos and make it very difficult for you to time a block.

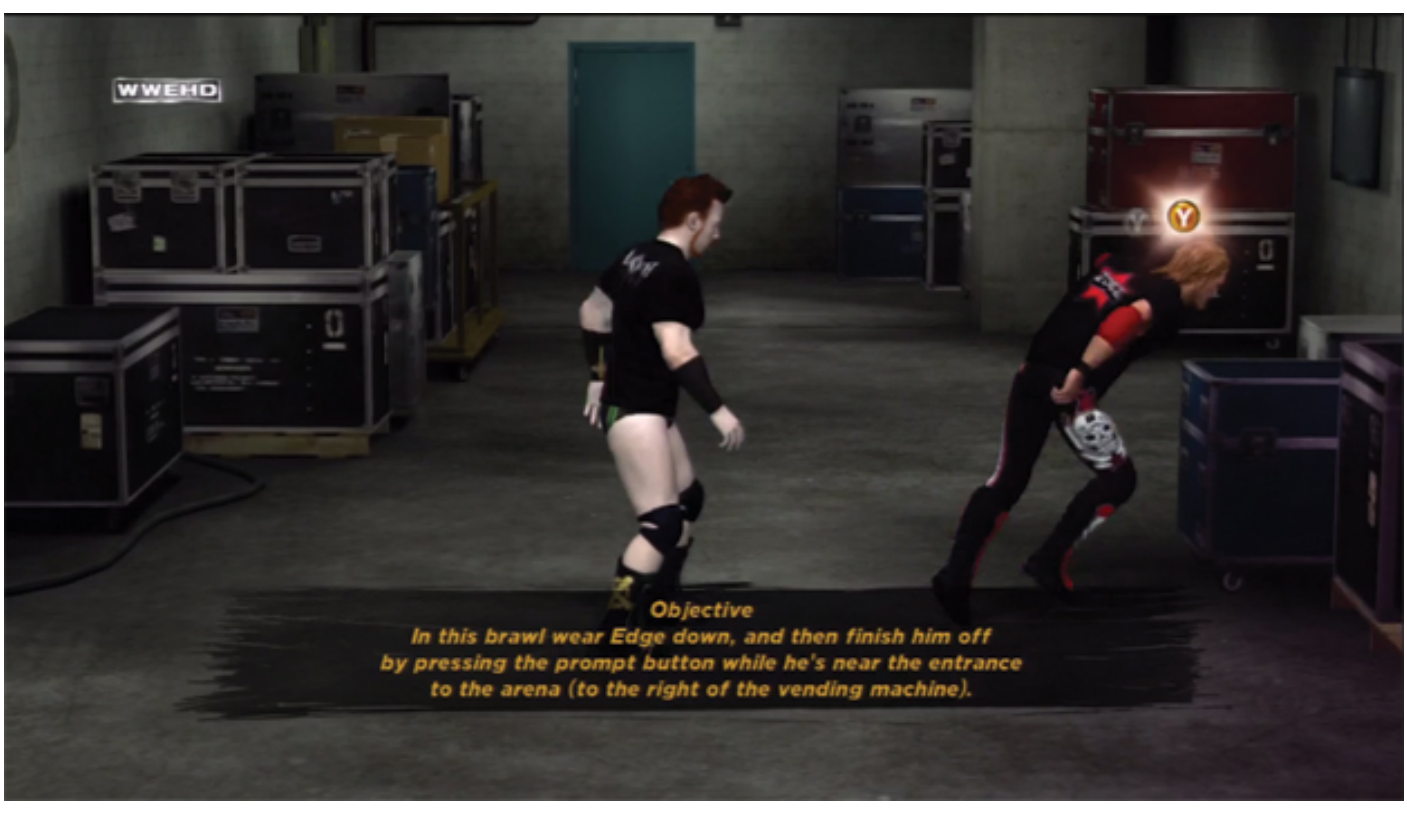
If he gets the chance, he'll slam your head against the boxes on the right side of the screen and knock you out.

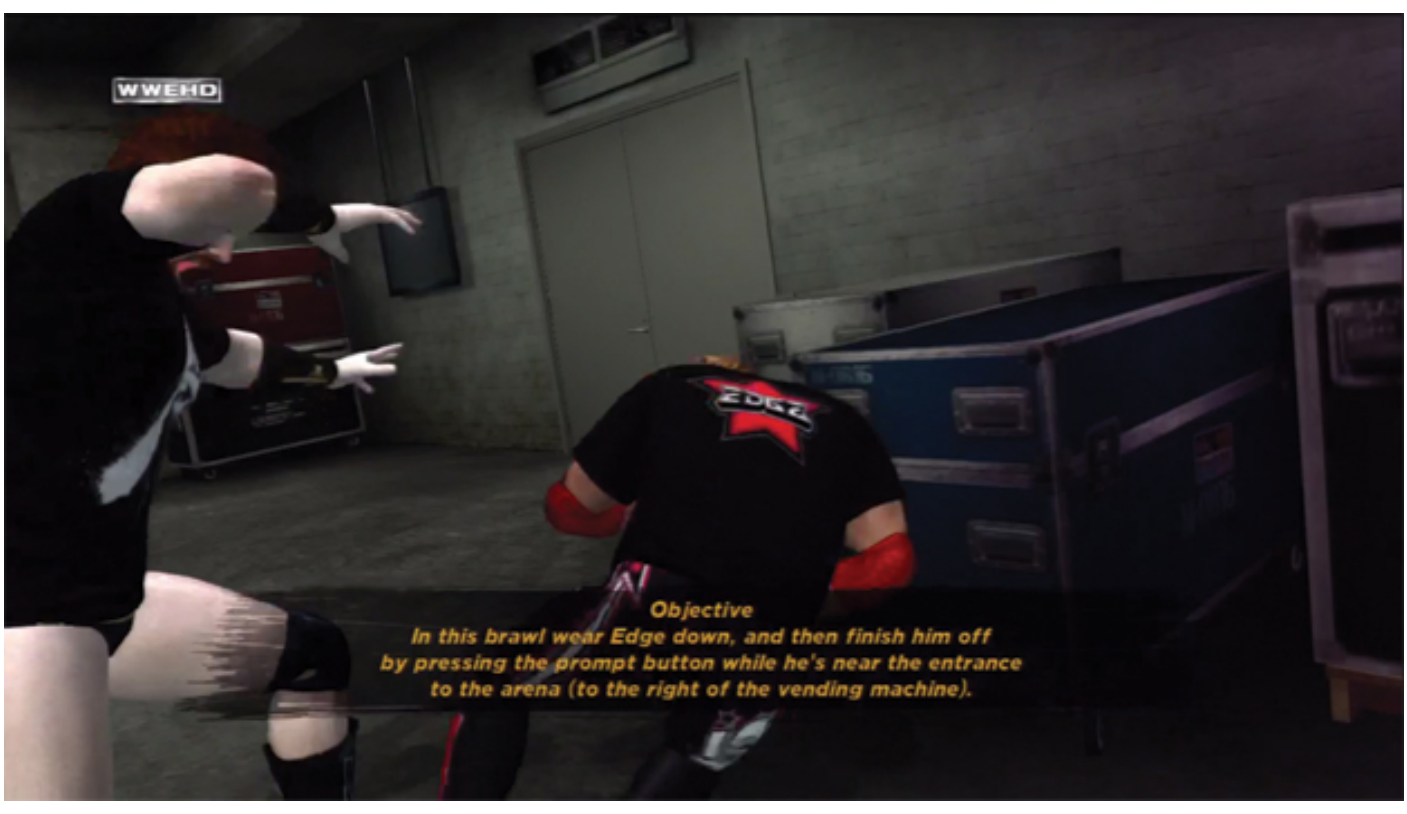
This is what you need to do to him.



To start, run a couple steps to avoid Edge's initial attack and launch some strikes of your own. Once you've taken him down with a grapple, pick him up right away and keep hammering away with a varied assault.

Irish Whip him into the the boxes for some added damage.

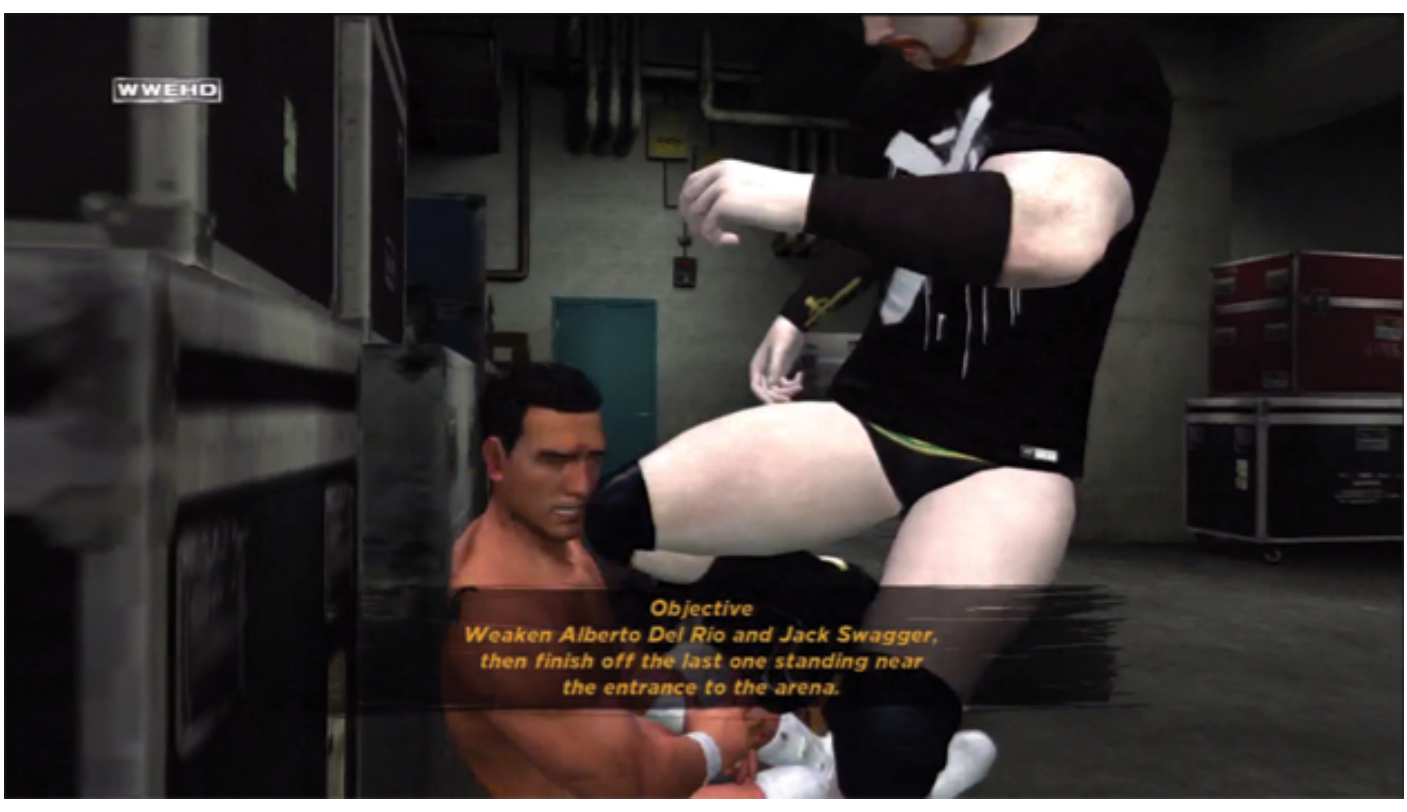

WWEHD
Objective
In this brawl wear Edge down, and then finish him off
by pressing the prompt button while he's near the entrance
to the arena (to the right of the vending machine).


WWEHD
Objective
In this brawl wear Edge down, and then finish him off
by pressing the prompt button while he's near the entrance
to the arena (to the right of the vending machine).

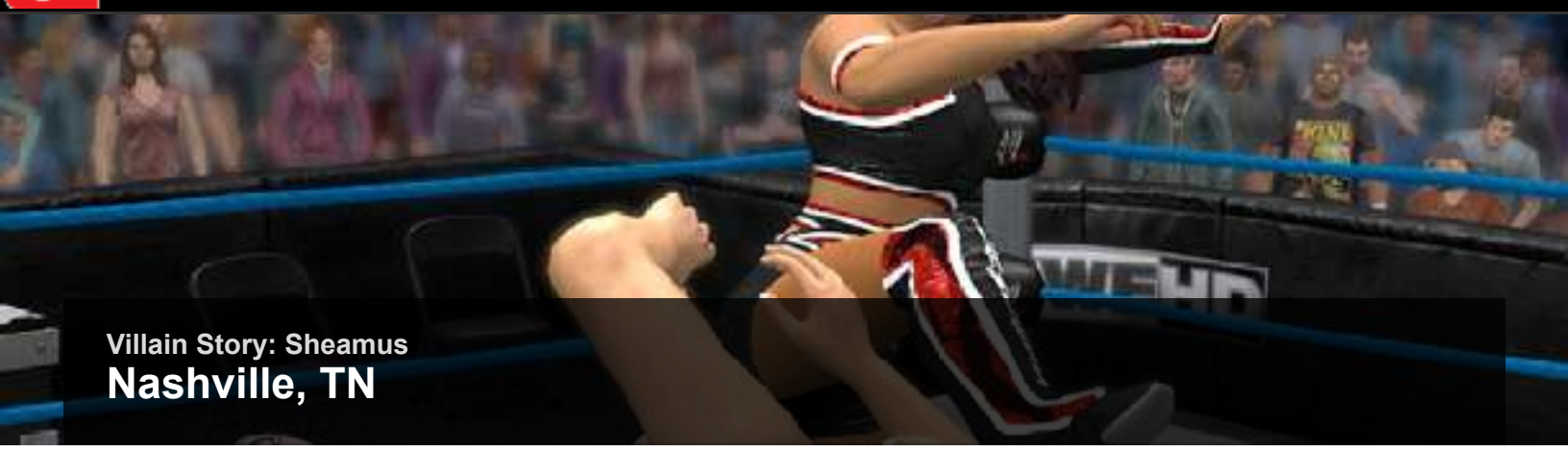
Once he is worn down enough, you'll see a faded, unlit icon above his head if you're far away from the main hall to the right of the vending machine. Irish Whip him to the boxes or door on the right and the prompt button will light up. Press it and you'll knock him out in fine fashion.

Alberto Del Rio and Jack Swagger show up in the back. It's on!

Objective: Weaken Alberto Del Rio and Jack Swagger and then finish them off with at least one standing near the entrance to the arena.


WWEHD
Objective
Weaken Alberto Del Rio and Jack Swagger,
then finish off the last one standing near
the entrance to the arena.

Finish these guys off by weakening them and then slamming them into the boxes. Out of nowhere, Edge returns the favor!



Villain Story: Sheamus

Nashville, TN

After your brawl it's nice to be back in the ring.

Match: Alberto Del Rio

Type: One-on-One Normal Match

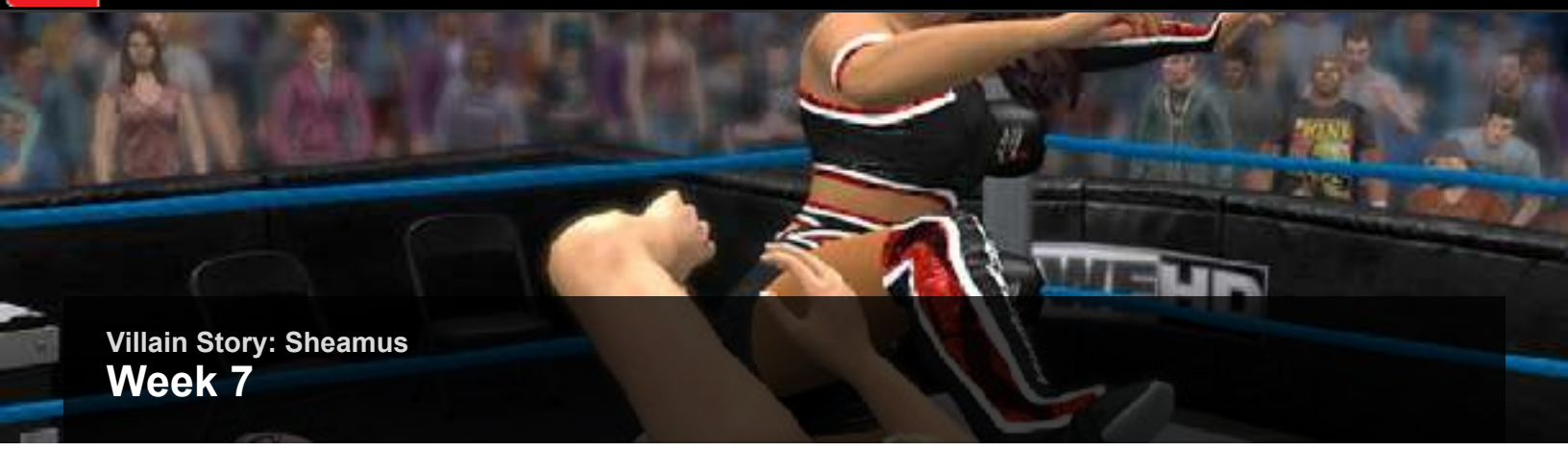
Alberto Del Rio is very adept at countering grapples and is the best submission guy in the game. Open him up with strikes first.

If you run at him, he'll often counter and carve you up with a reversal grapple.

Attack his head so he is more likely to be groggy, and get ready to button-mash your way out of his submission attempts.

Tip

Stay near the ropes when Alberto Del Rio has a Finisher. If he can he'll launch into his Cross Armbreaker Breaking Point Submission, and a rope break will negate the attempt.



Villain Story: Sheamus
Week 7

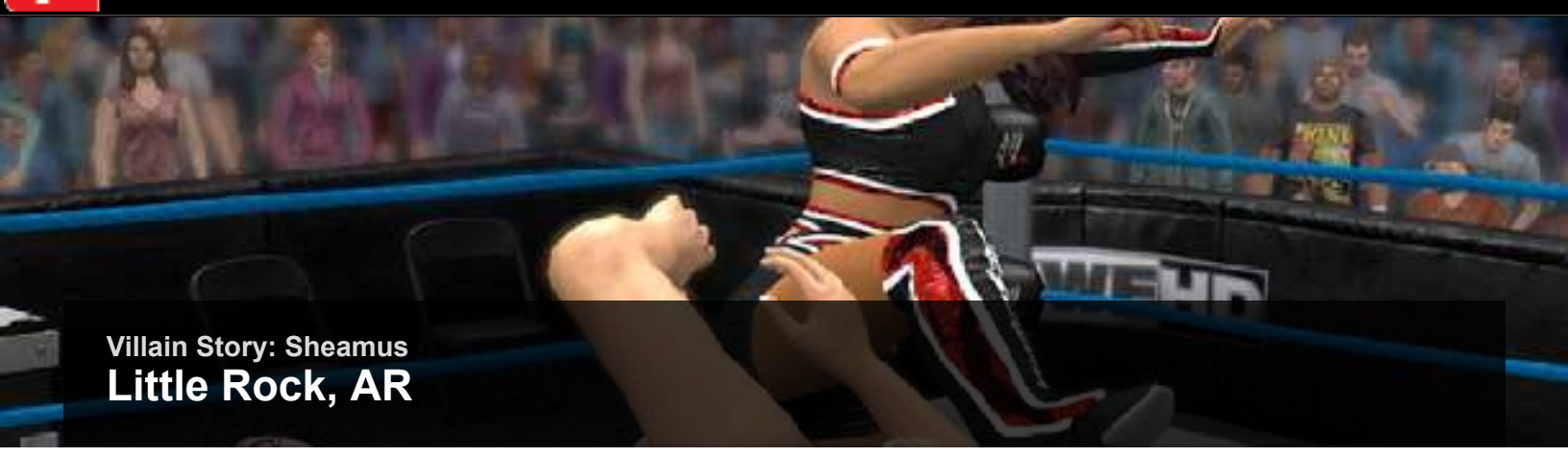
Time for another Tag Team Match.

Match: William Regal, Sheamus vs. Jack Swagger, Big Show

Type: Two-on-Two Tag Team Match

Wear down Big Show. Irish Whip him into the corner and taunt to boost momentum from across the ring while he sits in the corner groggy. After you wear down Big Show enough, he tags in Jack Swagger.

When you look to finish Jack Swagger, you'll Irish Whip him into the corner and Big Show will tag in. He Chokeslams both of you for the win.



Villain Story: Sheamus

Little Rock, AR

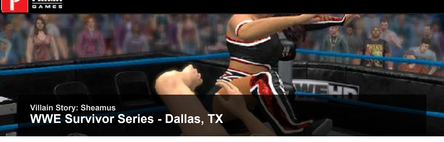
Sheamus is now in the dressing room alone. Exit the room and follow the group down the hall. You're going to jump Big Show with Wade Barrett in the parking garage.

Objective: Finish off Big Show in the garage.

After you wear down Big Show, you'll get a Finisher icon. It's a two-on-one battle. Get on both sides of Big Show and do your best to alternate strikes with Wade Barrett to light up the prompt button above Big Show's head.

He counters you! You're not done yet. Keep striking and finish him near the back-right of the garage to light up the prompt button yet again.

You'll finish this battle by slamming Big Show's left hand in the door of the SUV.



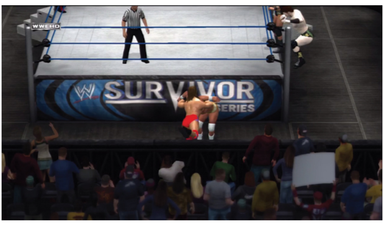
Villain Story: Sheamus

WWE Survivor Series - Dallas, TX

It's Survivor Series time. The drama began in the back when the United Kingdom team of William Regal, Wade Barrett, Drew McIntyre, and Sheamus took Big Show out. Here, you'll have to work your way through a tough trio of men.

Objective: Weaken Jack Swagger and Alberto Del Rio and defeat the last opponent in the ring.

Edge is going to be a non-factor here, as he wants no part of this melee. You'll face off here as Drew McIntyre, with no option to tag in your mates. Don't get into a grappling match with Jack Swagger. Use strikes and Irish Whip rebound strikes to wear him down.



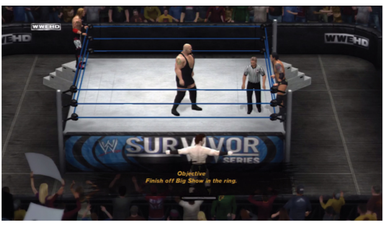
Speed up the process by taking this match ringside and blasting your opponent's head with Drew McIntyre's Future Shock finisher.

Tip

Use Ring Escape if you need it. There's no shame in it. You are up against two better-rated Superstars.

After you pin both Jack Swagger and Alberto Del Rio, Big Show emerges to come to Edge's aid. He tags in and drops Drew McIntyre with a Spear, and then Sheamus enters the ring.

Objective: Finish off Big Show in the ring.



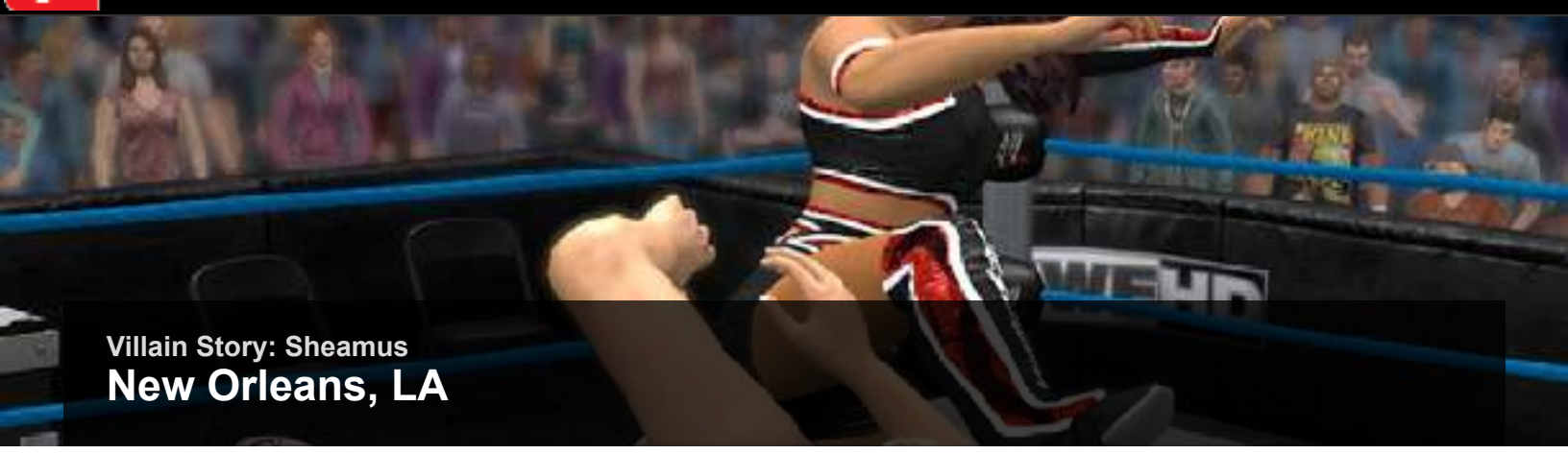
Spend some time out of the ring for this match—just don't let the Big Show attack you out here. Taunt for momentum and get back in.

When you move to finish Big Show, he catches your foot and sends Sheamus flying. He knocks Wade Barrett off the apron with a looping overhand right and sends William Regal, who brought a chair into the mix, tumbling to the concrete.

Sheamus gets up and kicks Big Show in the big head for a knockout and a three-count. It's now down to Edge and Sheamus.

Objective: Finish Edge off in the ring.

Keep control of Edge and use running grapples—like this Belly to Belly suplex—to catch him off guard. After you wear down Edge, Sheamus finishes him off with a huge kick to the head. The United Kingdom wins Survivor Series!



Villain Story: Sheamus
New Orleans, LA

At the next Raw, John Cena announces that Sheamus will meet him at TLC. Not long after, Sheamus shows up with a mic and the two men start to circle each other as they amp up to an unscheduled battle. But, the United States champion, Kofi Kingston, shows up and challenges Sheamus to a match.

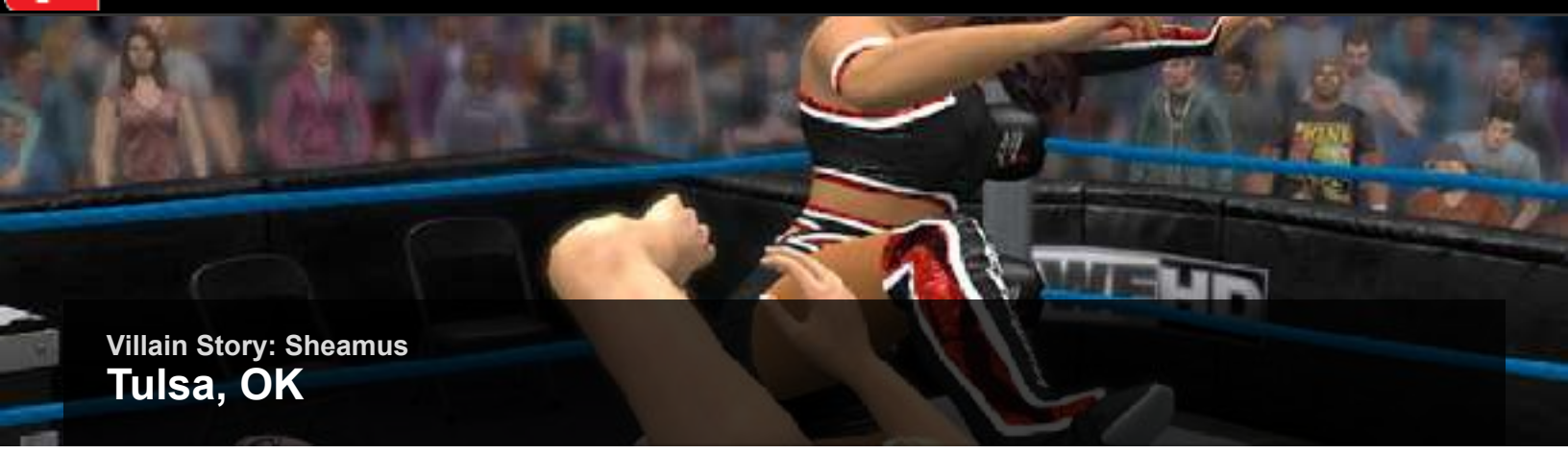
Match: Sheamus vs. Kofi Kingston

Type: One-on-One Normal Match

Kofi Kingston is fast and agile, and if he gets loose on Sheamus he may tear him up to a pinfall in 30 seconds. His Finisher puts Sheamus down for a very difficult kick-out.

Use front kicks to the midsection to soften Kofi Kingston up. Take this match ringside to slow Kofi down. Use Ring Escape and taunt to boost your momentum.

Get him up and go belly to back for a power move. Take full advantage of Sheamus's Signature move and get your opponent up again. Follow with his High Cross Finisher to pin Kofi Kingston for the championship.



Villain Story: Sheamus

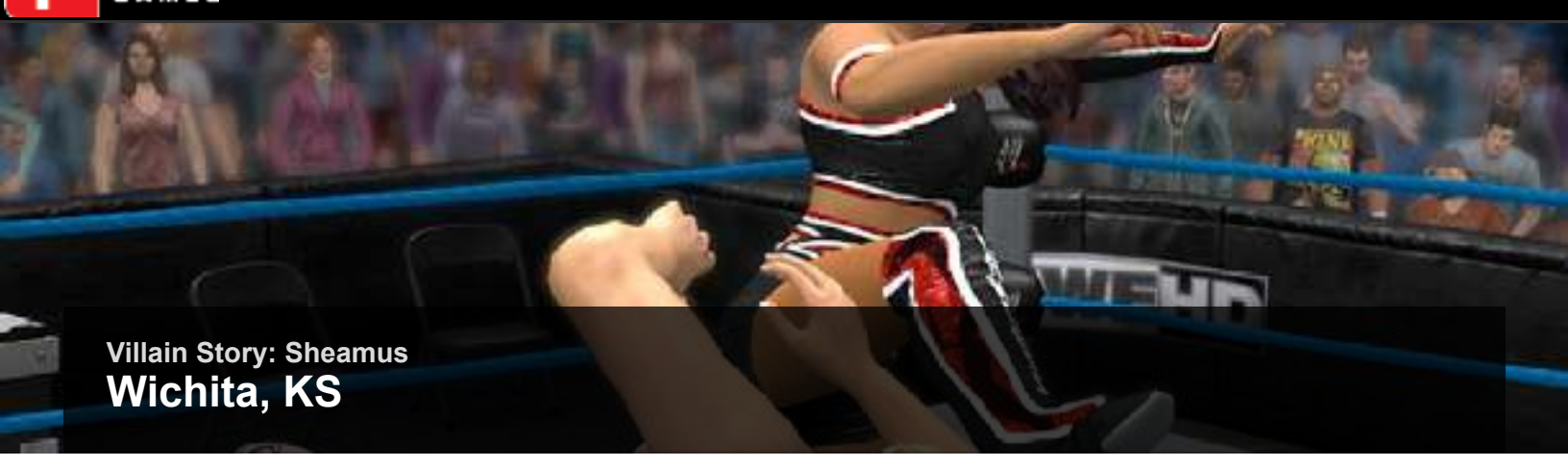
Tulsa, OK

At the next Raw, the United Kingdom team takes center stage. Sheamus disrespects the United States championship and declares himself European Champion. Rey Mysterio shows up and challenges Drew McIntyre and Sheamus to an impromptu two-on-two Tornado Match with him and John Cena.

Objective: Wear down John Cena or Rey Mysterio in the ring.

After you weaken them enough a prompt button appears. When Sheamus goes after Rey Mysterio and finishes him in the cutscene, John Cena will come to his rescue. He lifts up Sheamus for an Attitude Adjustment, knocking out the ref in the process.

Wade Barrett comes in and takes John Cena down with the championship. He flops Sheamus over for the pin, just in time for the ref to come to and count John Cena out.

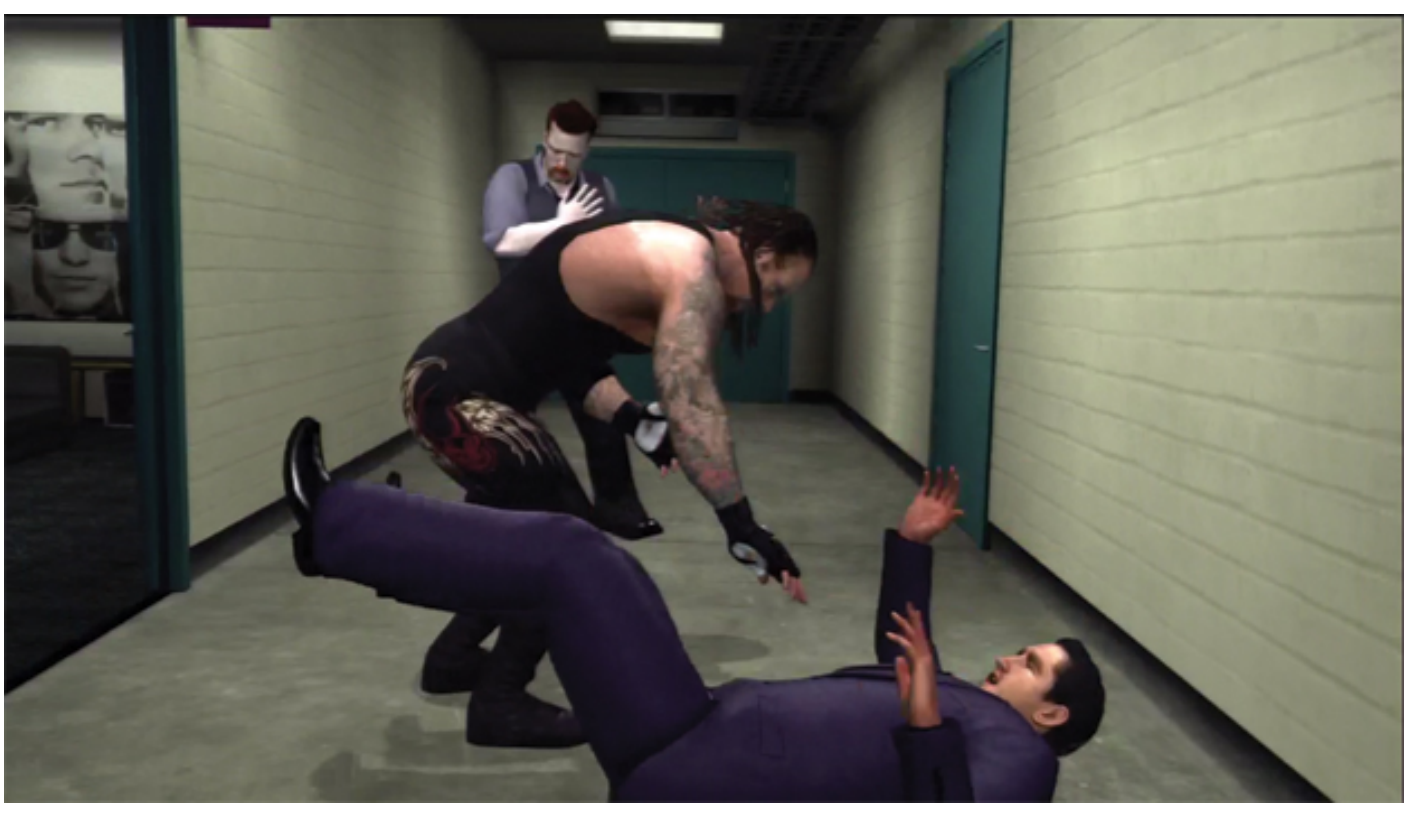


Villain Story: Sheamus

Wichita, KS

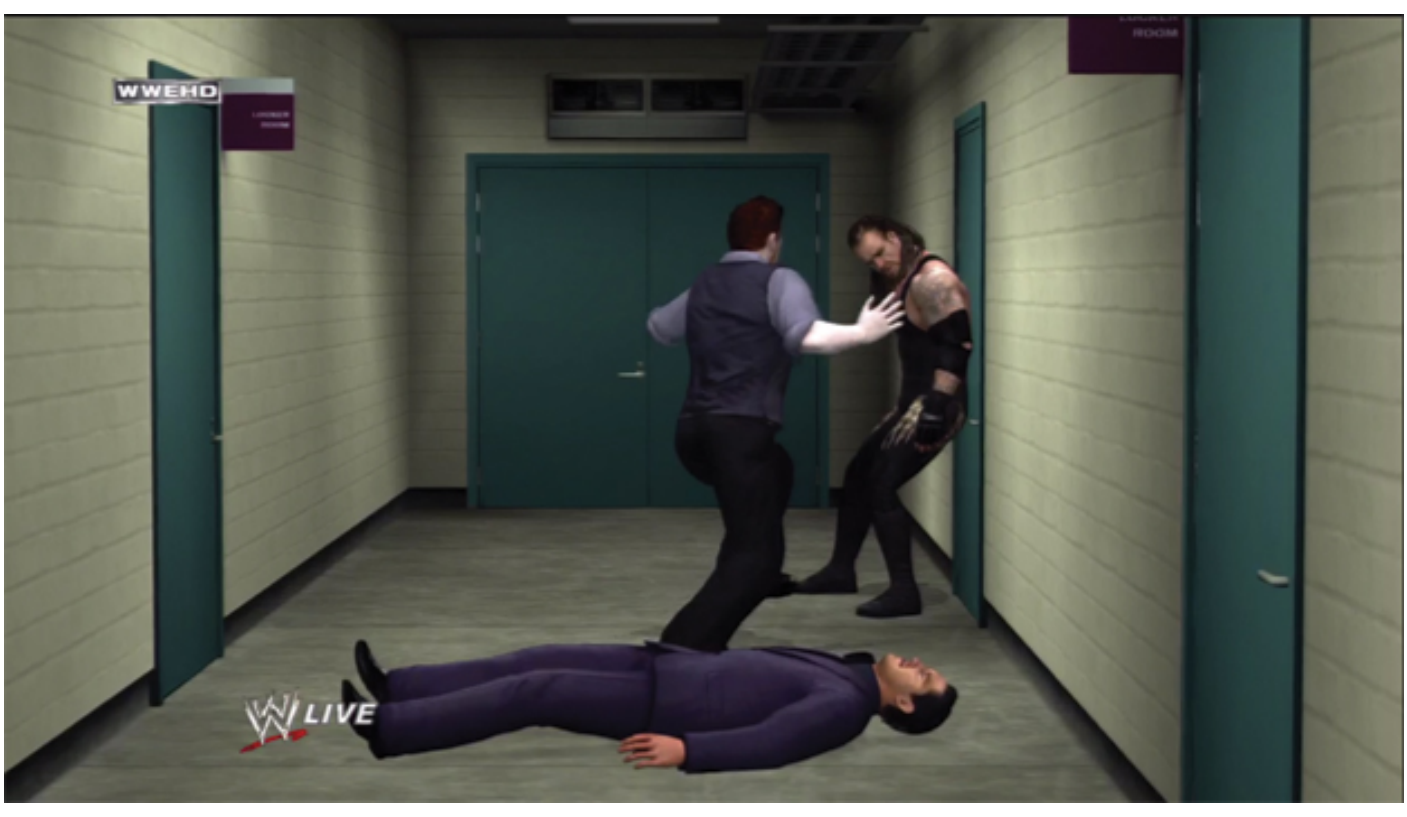
It's Thanksgiving and it's also time for SmackDown. Sheamus and Wade Barrett search for Undertaker.

Exit the garage and turn right. Turn left and head down the hall to where Wade Barrett is standing.



Undertaker opens the door and knocks Wade Barrett out.

Objective: Finish off Undertaker near his locker room.



Here, you battle Undertaker in the hall. Wade Barrett is going to stay down, so don't count on him to help. Irish Whip Undertaker into walls and doors. Then press the strike button to start an animation that hammers the groggy Undertaker into the wall or slams him into a door.

Once Undertaker is sporting the prompt button icon over his head and you finish him, Kane will show up and challenge you to a two-on-two Tag Team Match in the ring.

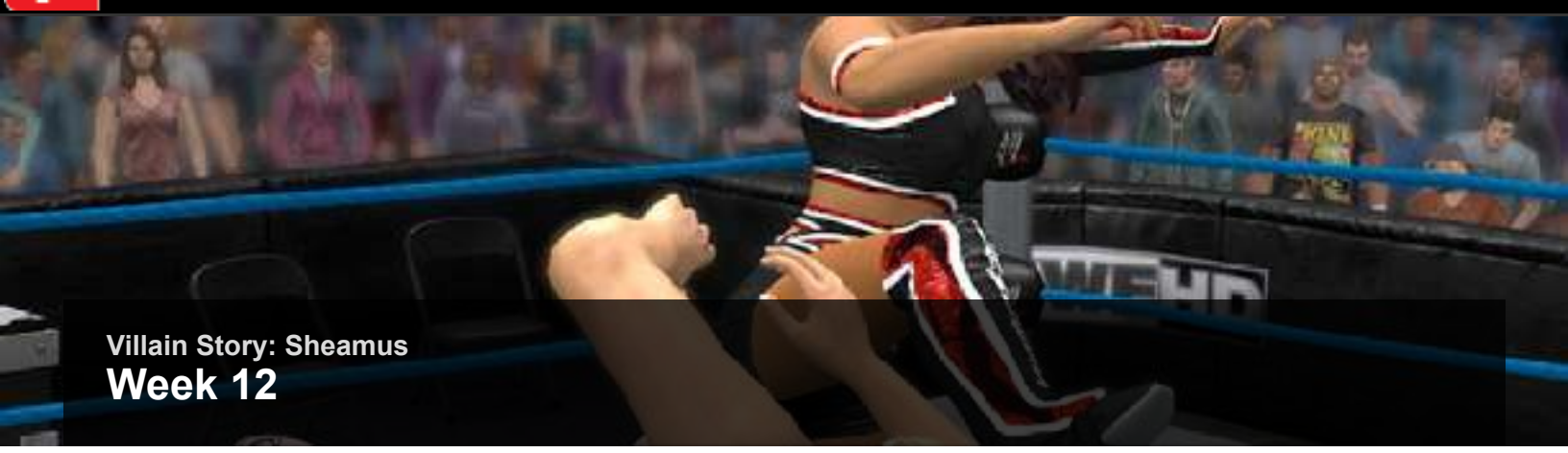
Match: United Kingdom vs. Brothers of Destruction

Type: Two-on-Two Tag Team Match

Kane and Undertaker are a handful. They're both better than each of your Superstars, and Undertaker is the highest-rated Superstar in the game.

Stay busy and abuse Kane when he's in the ring, but know he'll run over and tag in Undertaker if he gets in trouble. Both of your Superstars can Ring Escape, so use those liberally.

Eventually, a prompt button lights up over Undertaker's head. When you finish Undertaker off, he reverses and moves to a Chokeslam. Wade Barrett belts him and he and Sheamus escape the ring.



Villain Story: Sheamus
Week 12

It's a three-on-three Mixed Gender Tag Match. The United Kingdom has recruited the beautiful Layla to join them as their Diva representation from across the pond.

Match: Champions vs. Challengers

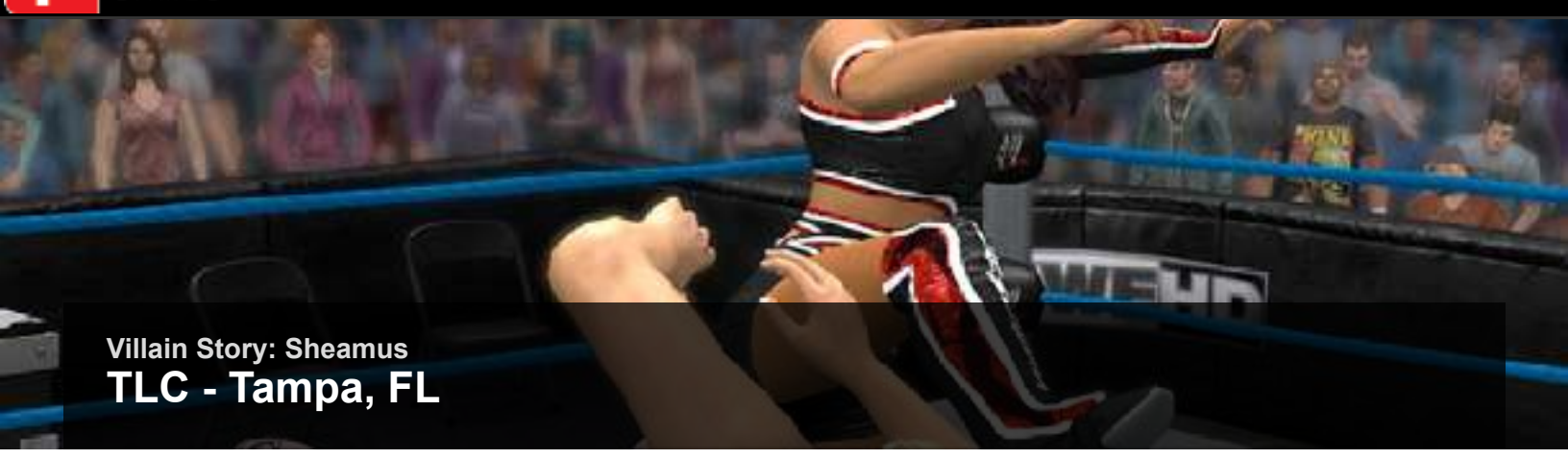
Type: Three-on-Three Mixed Gender Tag Team Match

In a mixed match, the boys cannot hit the girls! If someone tags out you'll be asked to go tag in a partner.

Layla's a pretty good striker and really good with the Hurricanrana.

Objective: Win by pinfall or submission.

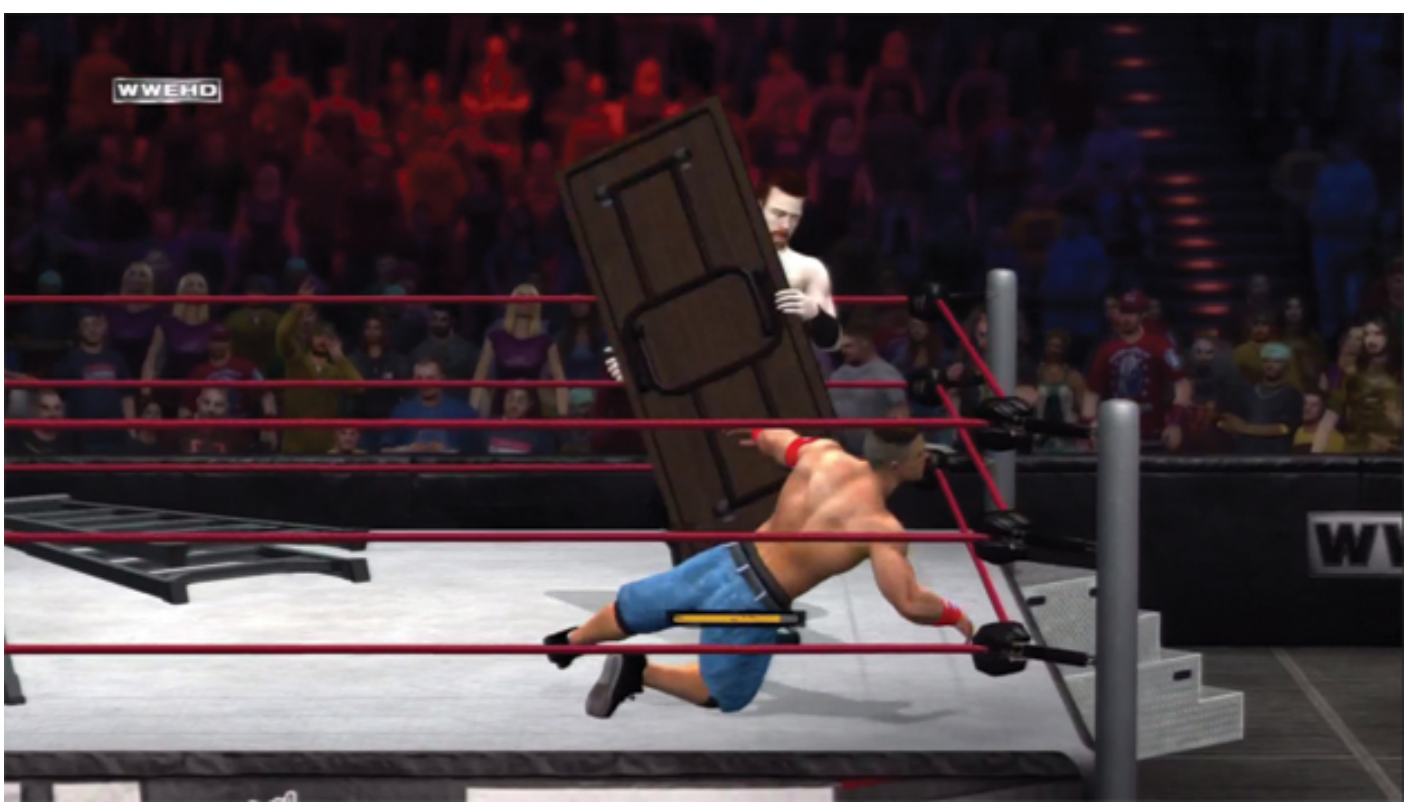
Use her Signature move Spinning High Kick to rock Natalya. Follow up with a Layout Finisher and settle in for the pin. Layla's team wins!



Villain Story: Sheamus

TLC - Tampa, FL

This is a Tables, Ladders, and Chairs Match, and it starts off with John Cena bringing out his World Heavyweight Championship. Sheamus quickly follows with his European Championship around his waist, but this match is for Cena's championship.



This match will end when someone climbs a ladder and pulls the championship down from being suspended above the ring. You will have to wear down John Cena enough to light up the prompt button over his head.

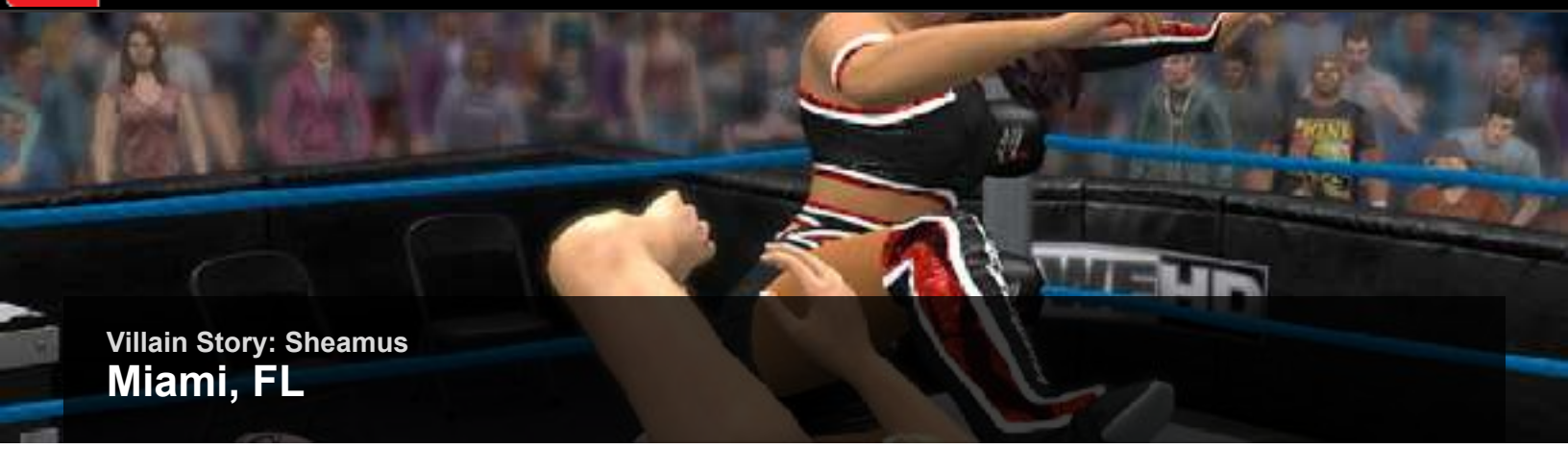
Objective: Weaken John Cena in the ring.

Use big strikes and all available objects to whittle down John Cena's HP. Take this battle ringside—there are no count-outs—to weaken John Cena quickly.

Try spectacular dives from the top of the ladder to ringside when your opponent is outside the ring. However, the prompt button will only appear lit when John Cena is in the ring.

Cena reverses and tosses Sheamus out of the ring! He's on his way to the top of the ladder when Sheamus pulls him off and into a High Cross straight out of the ring.

Sheamus is champion!



Villain Story: Sheamus

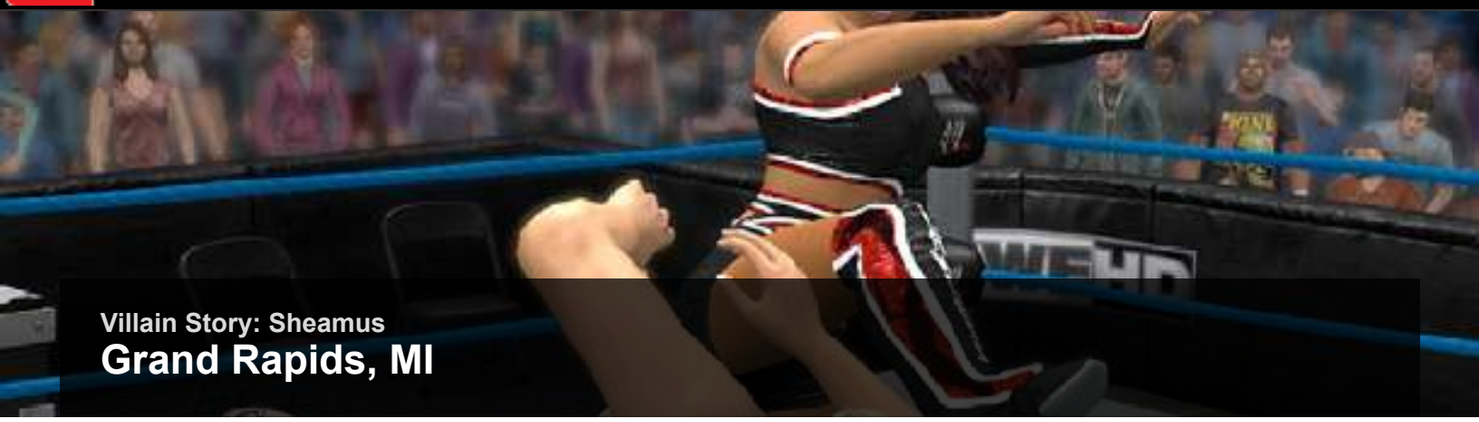
Miami, FL

William Regal, Drew McIntyre, Wade Barrett, and Sheamus come in with their new titles. After a bit of trash talking about the superiority of the United Kingdom, Arn Anderson comes out on stage and defends his old team, The Four Horsemen, and announces an immediate rematch between Sheamus and John Cena.

Objective: Weaken John Cena in the ring.

Battle John Cena here in this impromptu one-on-one normal match. After you weaken him enough the prompt button will appear.

Cena counters and locks in an STF. Sheamus hits the ref and both sides come into the ring. Ultimately, the ref is pulled out of the ring when he is counting out Sheamus, and he disqualifies Sheamus.



Villain Story: Sheamus

Grand Rapids, MI

William Regal and Drew McIntyre of the United Kingdom are back in the ring against Kofi Kingston and Daniel Bryan.

Match: United Kingdom vs. Kofi Kingston, Daniel Bryan

Type: Two-on-Two Tag Team Match

You start off as William Regal in the ring against Daniel Bryan. He is going to run circles around

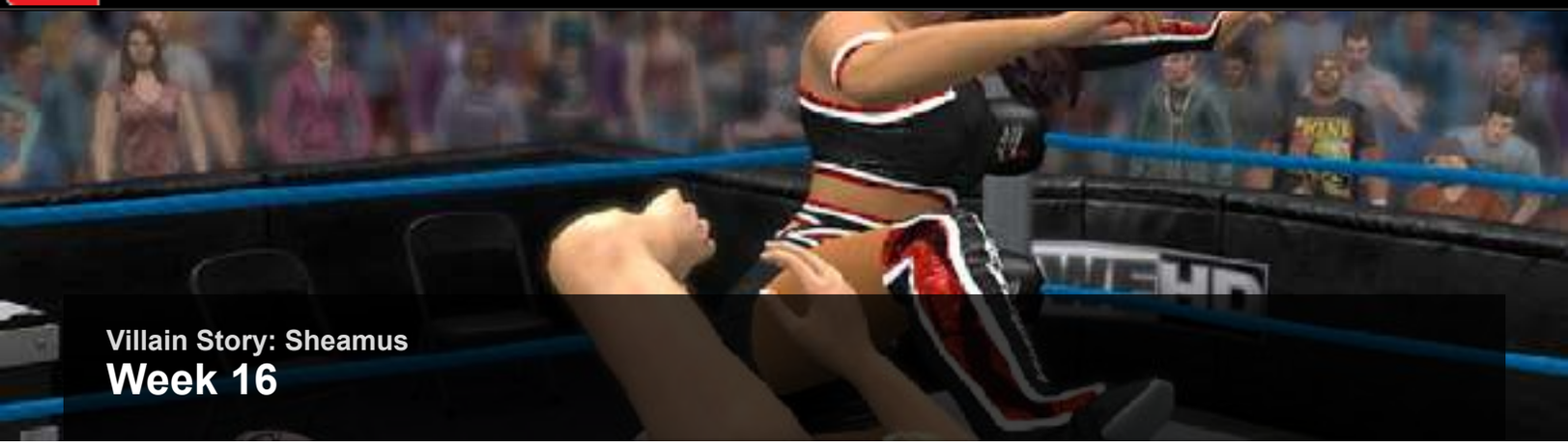
you, so use your taunts to get that momentum up for your Power of the Punch Signature move.

Objective: Weaken Daniel Bryan in the ring.

After you weaken Daniel Bryan enough, he runs over and tags in Kofi Kingston. When he does, your objective changes.

Objective: Use William Regal to defeat Kofi Kingston in the ring.

Blast Kofi with a belly-to-back German Suplex and follow with some power strikes until you can open up your Signature move and Finisher. When he is weakened a prompt button will light up over his head. Kofi will counter and Regal will pop Kofi with his brass knuckles again. The United Kingdom is disqualified but they keep the title.



Villain Story: Sheamus

Week 16

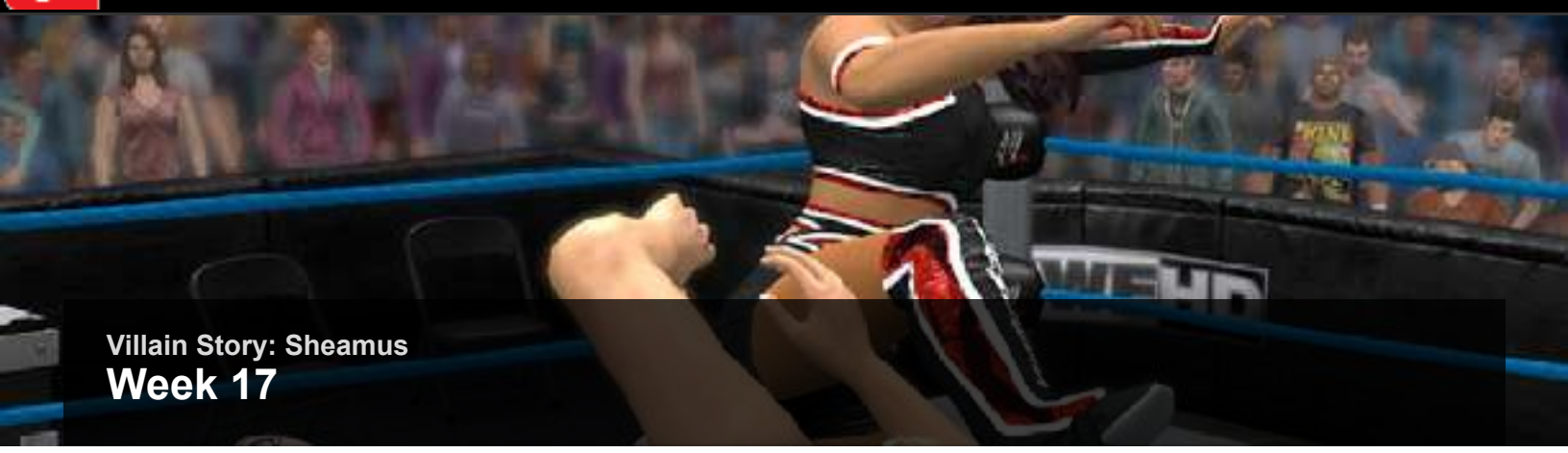
Arn Anderson is the special guest on Edge's talk show The Cutting Edge. After a bit of trash talking, Edge announces that the United Kingdom is ringside.

Objective: Finish off Arn Anderson in the ring.

After a few slams, the prompt button appears and Arn Anderson is tossed out of the ring. Now the United Kingdom turns on Edge!

Objective: Finish off Edge in the ring.

Repeat the process of double-teaming Edge until his prompt button lights up. Wade Barrett takes one in the groin and Sheamus hits Edge with a stool.



Villain Story: Sheamus
Week 17

Arn Anderson returns to the ring in a Tag Team Match against the United Kingdom.

Match: United Kingdom vs. Arn Anderson, John Cena, Edge

Type: Three-on-Three Tag Team Match

Take control of Arn Anderson with big grapples.

Objective: Weaken Arn Anderson in the ring.

After a few big slams, Arn heads over to his corner and tags in John Cena.

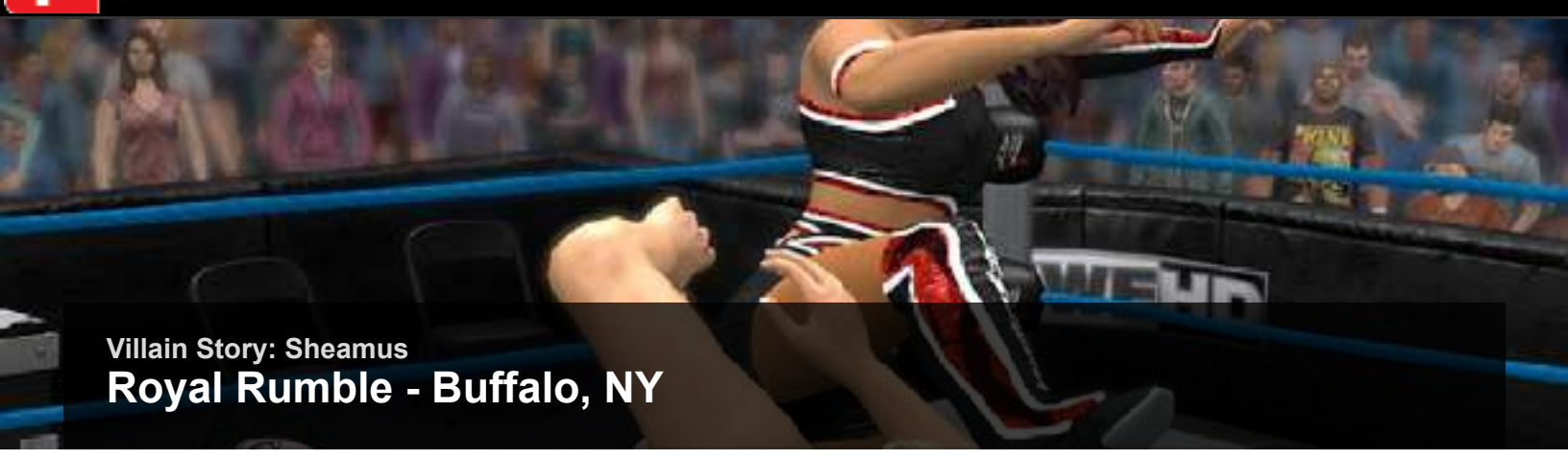
Objective: Keep attacking John Cena in the ring.

You should have some momentum built up from your earlier attack on Arn Anderson.

After some time goes by Cena will tag in Edge.

Objective: Weaken Edge.

Land a few power shots on Edge and the prompt button will appear. Edge counters with a DDT and pins Sheamus for the victory.



Villain Story: Sheamus

Royal Rumble - Buffalo, NY

This cutscene starts with the end of the Royal Rumble and Triple H standing in the middle of the ring victorious. Sheamus slides quickly under the bottom rope.

Sheamus rocks Triple H with a Brogue Kick. You have a new objective.

Objective: Finish off Triple H in the ring.

Use big strikes on the ground to pick Triple H apart before he can even get up. Running grapples will catch him off guard and catch him when he is standing groggy.

When Triple H is weakened enough, John Cena comes tearing down the ramp and into the ring.

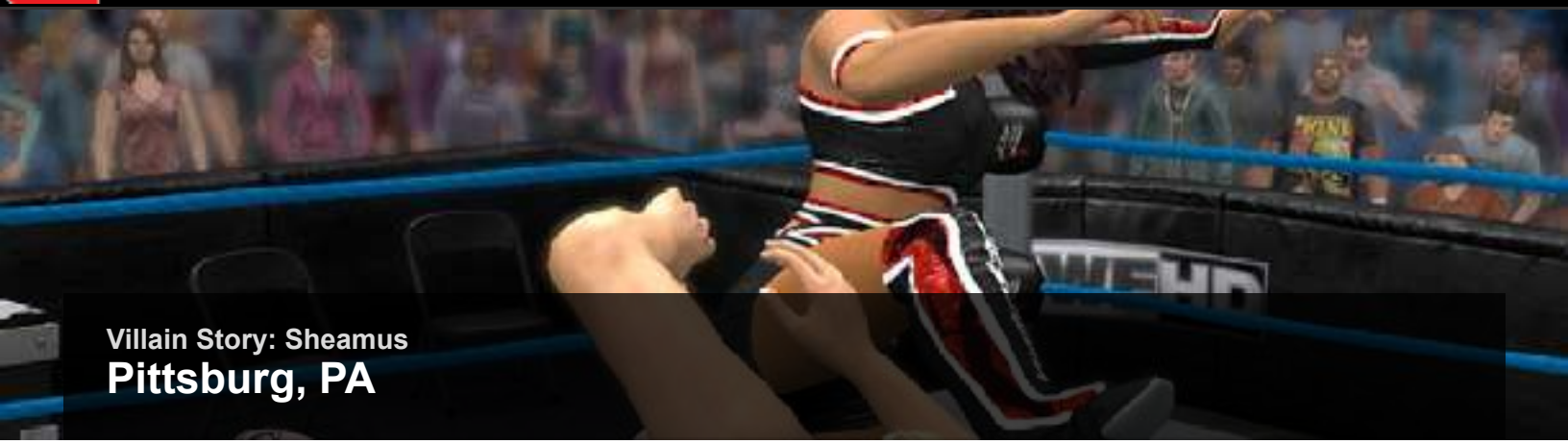
Objective: Finish off John Cena in the ring.

If you end up out of the ring, Arn Anderson will throw you back in. After a bit of a beating the prompt button will appear.

Caution

Watch out for John Cena's Comeback ability! Be ready to tap the buttons that appear on-screen.

Sheamus is caught in another STF and he is crawling for the ropes. Sheamus has a chair and Arn Anderson intervenes. What?! Arn Anderson sets up Cena for a Brogue Kick and teams with Sheamus!

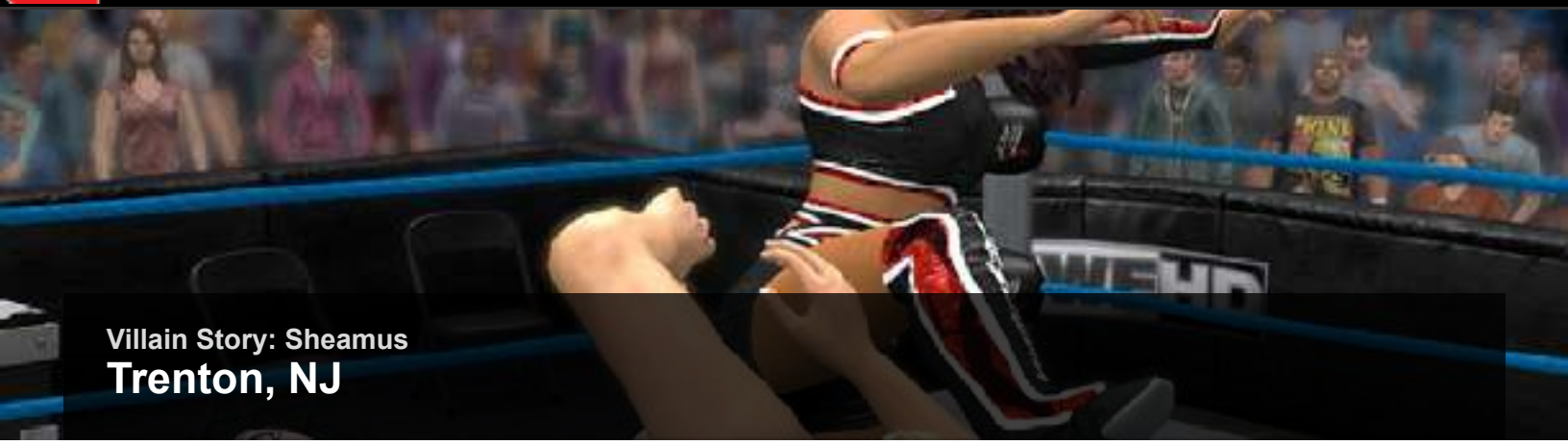


Villain Story: Sheamus

Pittsburg, PA

Arn Anderson is on the phone as he meets with Sheamus and Edge. This is an unlikely alliance.

They chat briefly about the *Elimination Chamber Match.*



Villain Story: Sheamus

Trenton, NJ

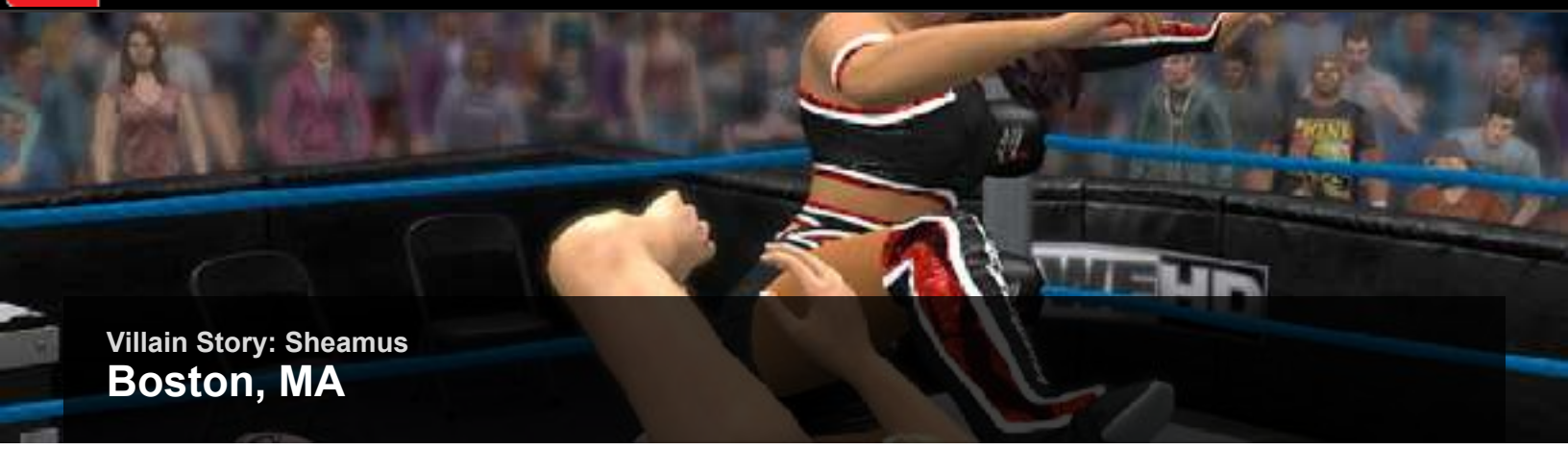
It's Valentine's Day in New Jersey for the next episode of Raw. Mark Henry walks down the ramp. He's going to face William Regal in the ring one on one.

Match: William Regal vs. Mark Henry

Type: One-on-One Normal Match

Work over Mark Henry with strikes and stay clear of his powerful grapples.

Pin Mark Henry for the win. Now you see Sheamus in the ring with William Regal as he has won a spot in the *Elimination Chamber Match.*



Villain Story: Sheamus

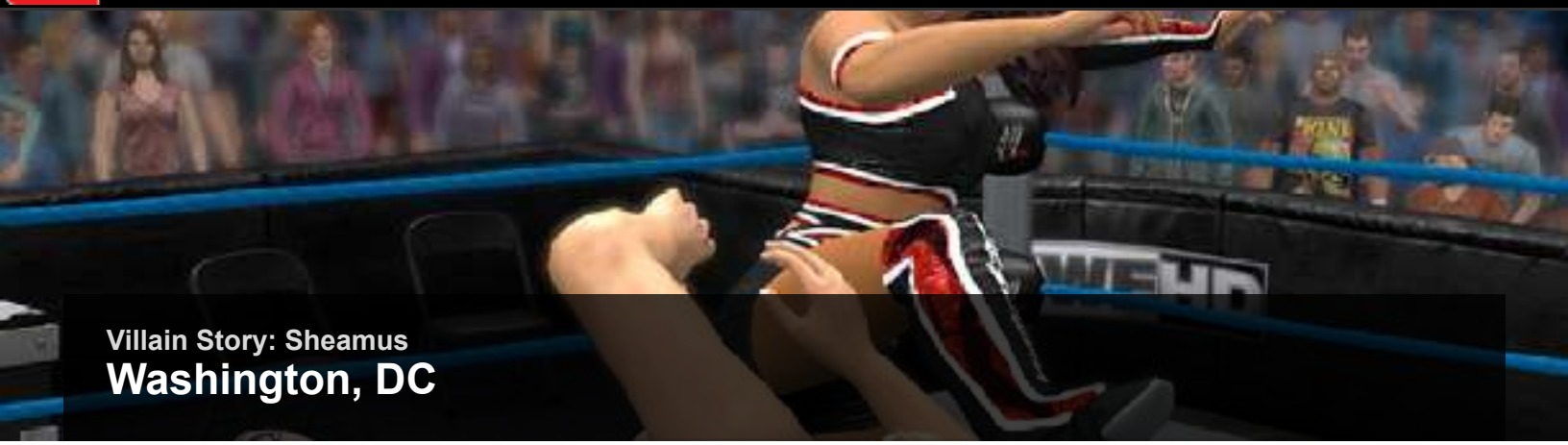
Boston, MA

The Miz shows up and says that he's here to face Drew McIntyre.

Objective: Weaken The Miz in the ring.

The Miz is a very well-rounded Superstar, but go after him with strikes and Irish Whip rebound strikes, When he's on the ground, pound away with ground strikes and grapples.

When he's weakened enough the prompt button will show up over his head. The Miz counters, and Wade Barrett accidentally knocks out Drew McIntyre. The Miz pins Drew for the win.



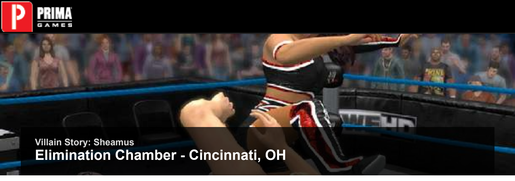
Villain Story: Sheamus

Washington, DC

Sheamus confronts Wade Barrett in the locker room with William Regal. It's another brawl with Alberto Del Rio.

Objective: Finish off Alberto Del Rio near the entrance to the arena.

Work over Alberto Del Rio with slams and Irish Whips. Slam Alberto's head into the wall to knock him out.



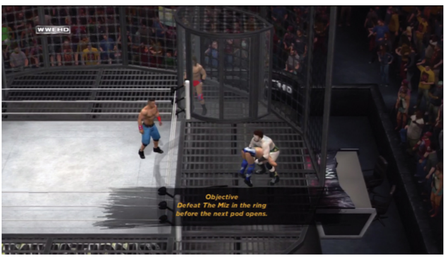
Villain Story: Sheamus

Elimination Chamber - Cincinnati, OH

Wade Barrett wins his *Elimination Chamber!* Sheamus and William Regal show up and double-cross Wade Barrett. They kick him out of the United Kingdom and through an Elimination Chamber pod.

In the next match, you are going to play as Sheamus and have to keep up with the on-screen objectives as they appear.

The match starts off with Sheamus and John Cena in the ring. Build up to a Signature move before the first pod opens, but minimize any damage you take.



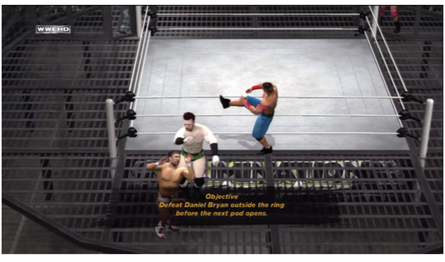
When the countdown shows up, climb out of the ring on the right (east) side and be there to catch The Miz on his way out of the pod.

Objective: Defeat The Miz in the ring before the next pod opens.

Execute a few moves on the steel grate, and hit him with a Finisher to bring up the unlit prompt button. Irish Whip The Miz back into the ring to light up the prompt button. Cena will slam The Miz, and Sheamus will steal the pin.

Work your momentum back up while you wait and make your way out of the bottom (south) ringside because Daniel Bryan is released next.

Objective: Defeat Daniel Bryan outside the ring before the next pod opens.



Irish Whip Daniel Bryan into the pod and the chamber walls. Follow with big strikes and grapples. If he slings you back into the ring, Hammer Throw him back out. His prompt button lights up when he's on his feet outside the ring.

Sheamus steals another pin with a Big Boot. Again work up your momentum on Cena while you wait for the next objective.

Objective: Defeat R-Truth in the ring before the next pod opens.

Here comes R-Truth. Get outside the ring on the left (west) side to catch R-Truth out of the gate. Work on him outside the ring, but you have to finish inside.

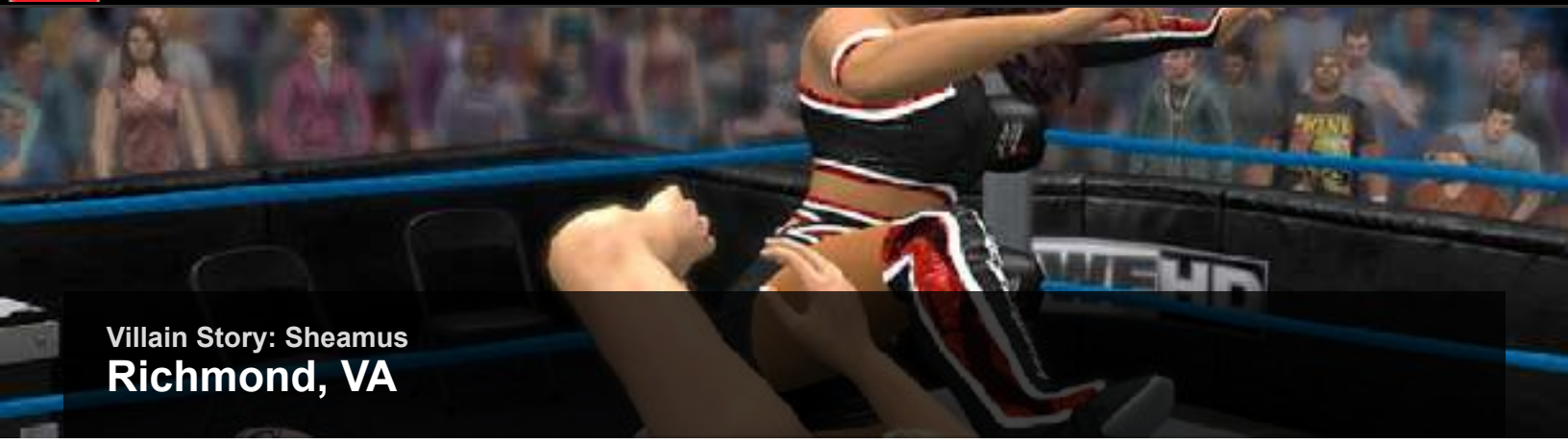
If R-Truth makes it into the ring, taunt while Cena works on him and then step in with your powerful Signature move and Finisher to light up R-Truth's prompt button.

Sheamus gets another pin.

Objective: Defeat John Cena before the next pod opens.

John Cena comes flying out of the corner at you, so reverse! After a couple of big shots, the prompt button will appear over his head. McIntyre enters the fray and helps Sheamus out.

But, it's not long before Wade Barrett charges in with a steel grate, bashes Sheamus in the head, and then slams him down. Drew McIntyre pins Sheamus for the win.

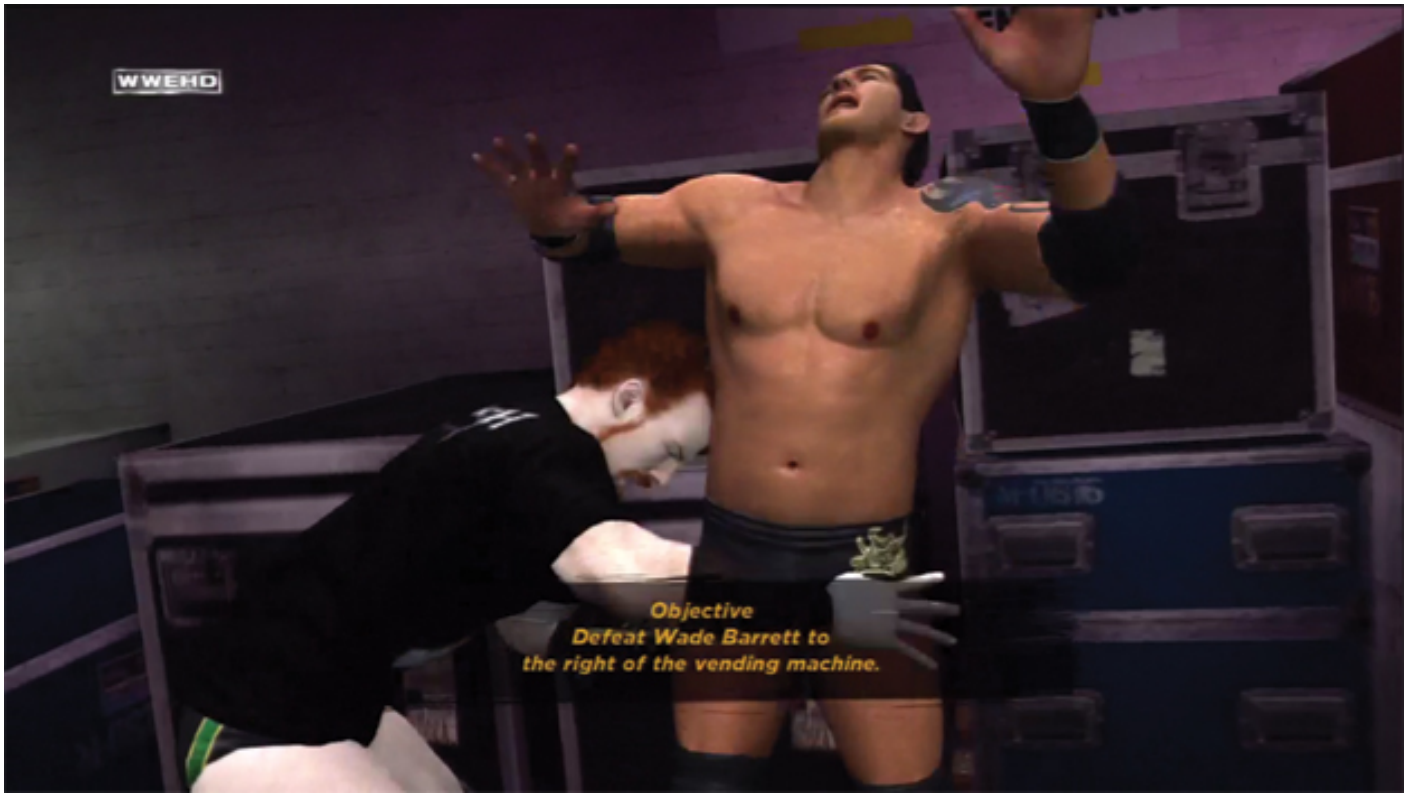


Villain Story: Sheamus

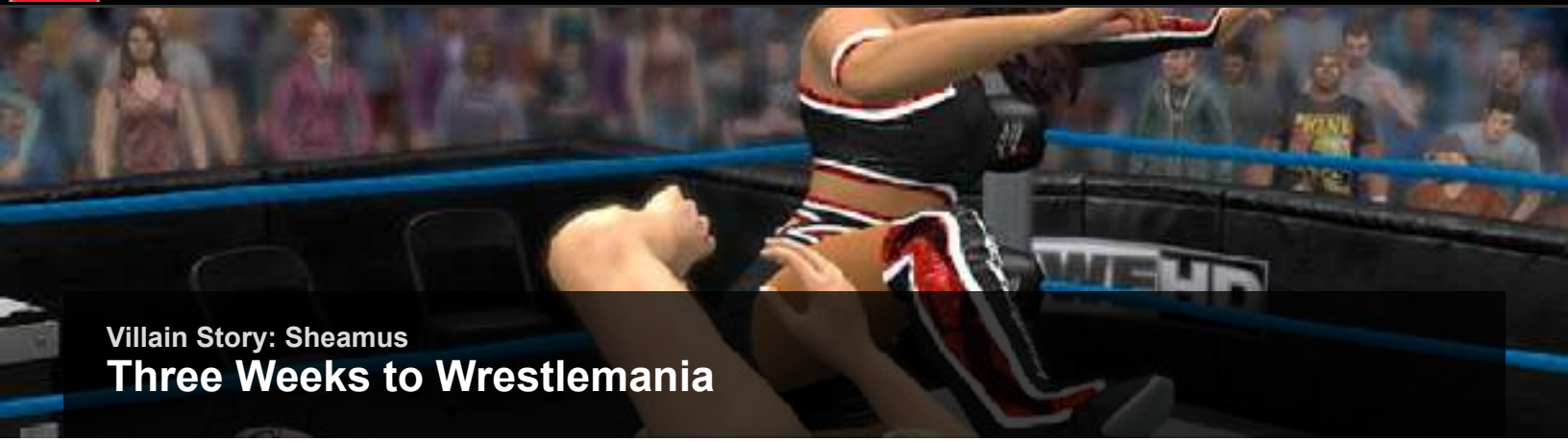
Richmond, VA

We are back on Raw, and Sheamus is back in his locker room. Go out and down to confront Wade Barrett. Sheamus blindsides Wade Barrett.

Objective: Defeat Wade Barrett to the right of the vending machine.



Use Irish Whips to sling Wade Barrett into objects for maximum damage. When the prompt button appears, Sheamus hits Wade Barrett with a chair.



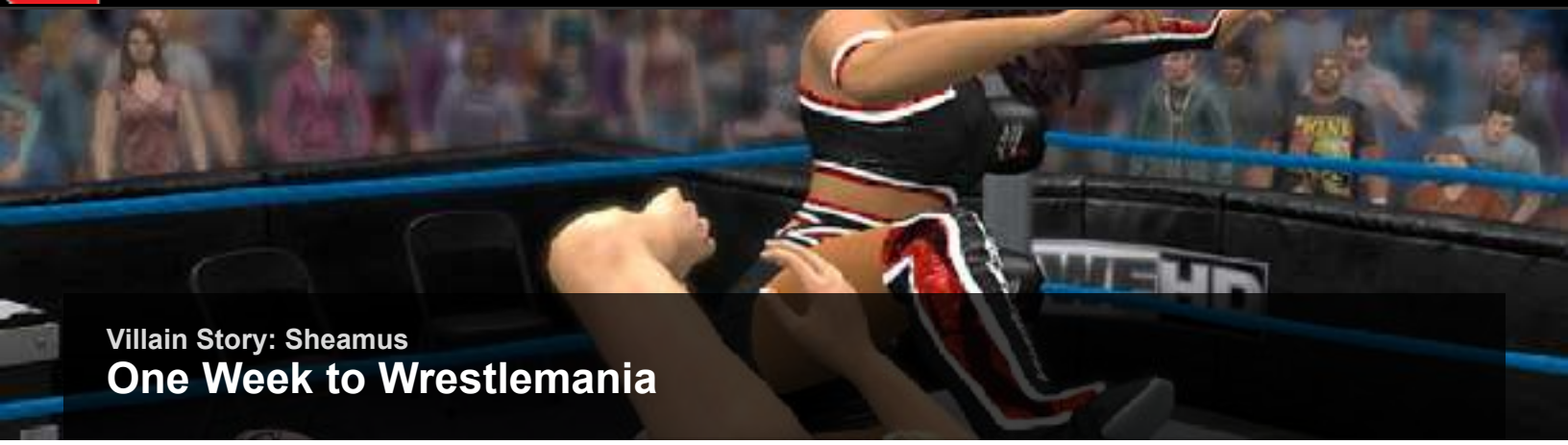
Villain Story: Sheamus

Three Weeks to Wrestlemania

Sheamus is back scheming in the locker room. Head out and to the right. Turn right again to the hallway where you met Undertaker. Sheamus will meet William Regal in the locker room and they plot to take out Wade Barrett and Drew McIntyre.

Objective: Defeat Wade Barrett and Drew McIntyre to the right of the vending machine.

It's a brawl between the not-so United Kingdom. Irish Whip your opponents into the vending machine for a spectacular finish. Finish them by the boxes.



Villain Story: Sheamus

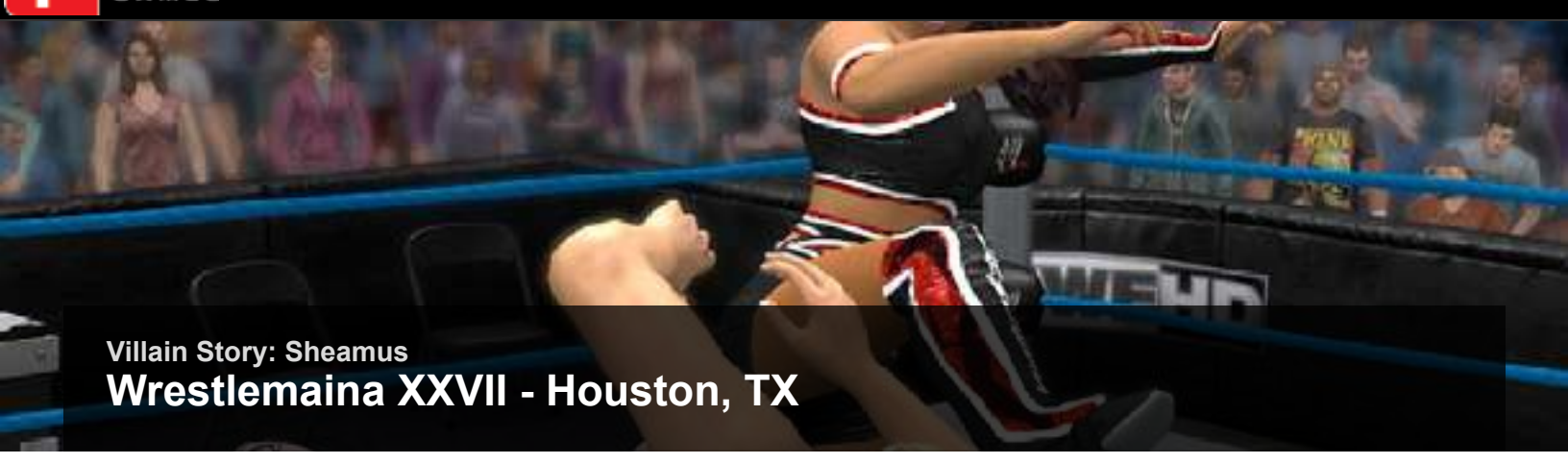
One Week to Wrestlemania

It's six days to WrestleMania, and the two factions of what used to be the United Kingdom will face off in a Tag Team Match.

Match: Sheamus, William Regal vs. Wade Barrett, Drew McIntyre

Type: Two-on-Two Tag Team Match

This is a straight Tag Team Match with no other objectives. Sheamus is the strongest-rated Superstar in the ring, but tag in William Regal if you need to.



Villain Story: Sheamus

Wrestlemaina XXVII - Houston, TX

It's been a long Road to WrestleMania, and the WWE Championship is on the line. This is a Fatal 4-Way Match.

Objective: Finish off William Regal in the ring.

Blast William Regal with some powerful slams, and a prompt button will show up. He pleads with Sheamus not to finish him. Nope. Sheamus pins him and Sheamus chases Drew McIntyre and Wade Barrett in this falls-count-anywhere match. Run after them.

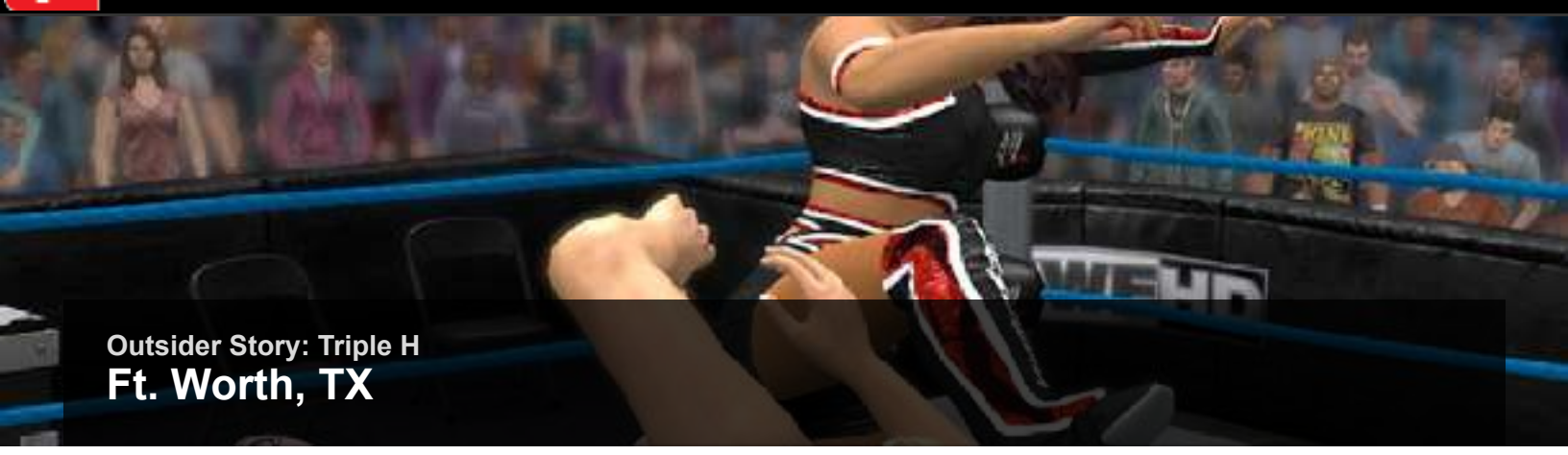
Objective: Finish off Drew McIntyre in the garage.

Slam Drew into the cars and Sheamus will pin him on the hood of a car.

Run back to the ambulance to find Wade Barrett hiding inside.

Objective: Finish off Wade Barrett near the entrance to the arena.

Slam Wade into all of the surrounding objects to get the prompt button to show up. When it does, Sheamus will slam Wade Barrett through the door and they spill back onto the stage. Sheamus launches Wade Barrett into a spotlight and logs the pin for the win. Sheamus has now won every title in WWE. Triple H shows up to the party!



Outsider Story: Triple H

Ft. Worth, TX

This is bad for Sheamus. You are now playing as Triple H, and he's chasing after Sheamus, who is crawling down to the ring.

Objective: Weaken Sheamus in the ring.

You're in the ring with Sheamus. Use objects to weaken Sheamus quickly. Go ringside and hit him with the title championship in the ring.

Triple H uses a Pedigree to slam Sheamus into the title championship for the pin.

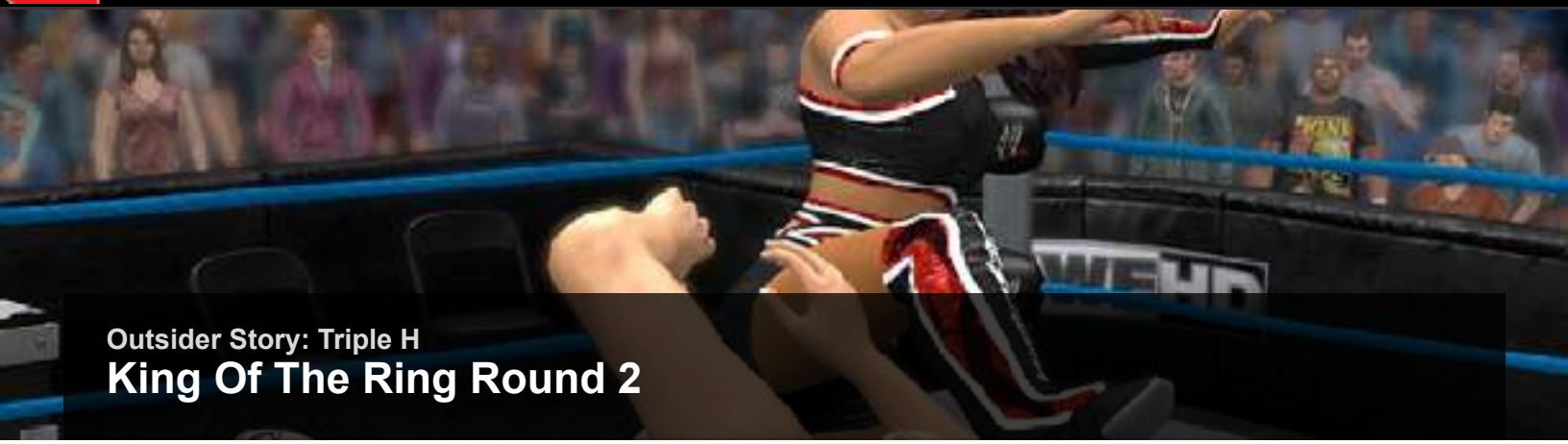
Ft. Worth, TX

It's the next episode of Raw and Triple H is addressing the crowd from the center of the ring. Oh, here comes The Miz to talk some trash and announce Triple H's Match with the far-outmatched Zack Ryder.

Match: Triple H vs. Zack Ryder

Type: One-on-One Normal Match

This is the first-round match of the King of the Ring tournament. Triple H beats Zack's ratings in every attribute category, so go nuts. Taunt to get to your Signature move and finish him with a Pedigree. That's all it takes. Move in for the pin.



Outsider Story: Triple H

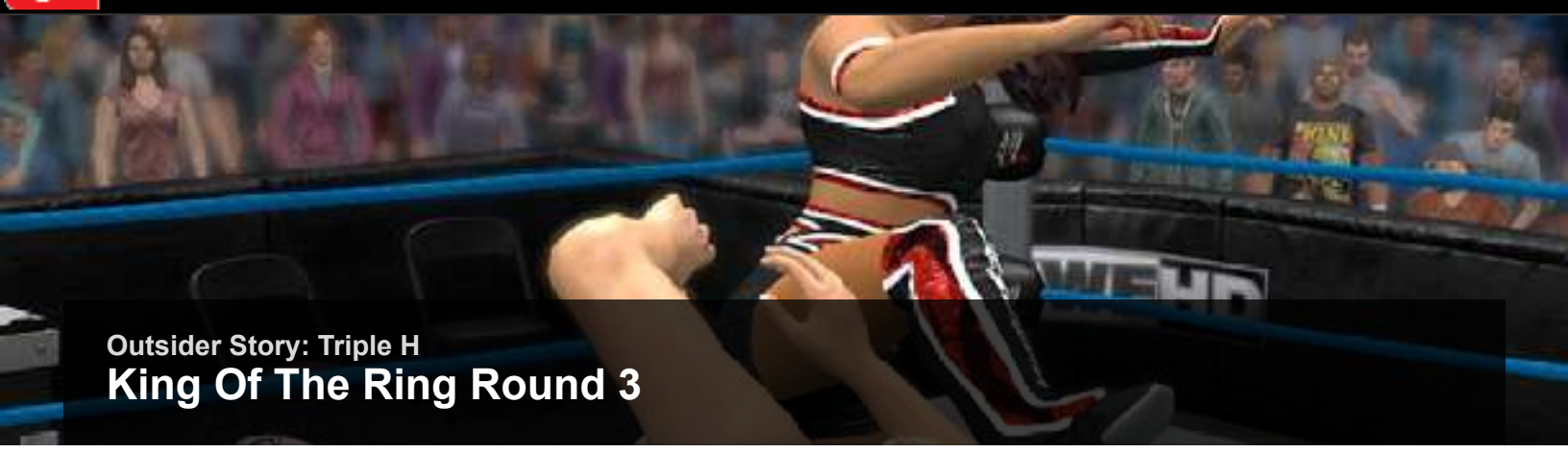
King Of The Ring Round 2

Triple H is going to face Dolph Ziggler, and it's going to be a fun one with no disqualifications.

Match: Triple H vs. Dolph Ziggler

Type: One-on-One No Disqualification Match

Build momentum and slam Dolph Ziggler to the mat. No need to even pull out objects or take it ringside. Finish this quickly. The Game is on fire!



Outsider Story: Triple H

King Of The Ring Round 3

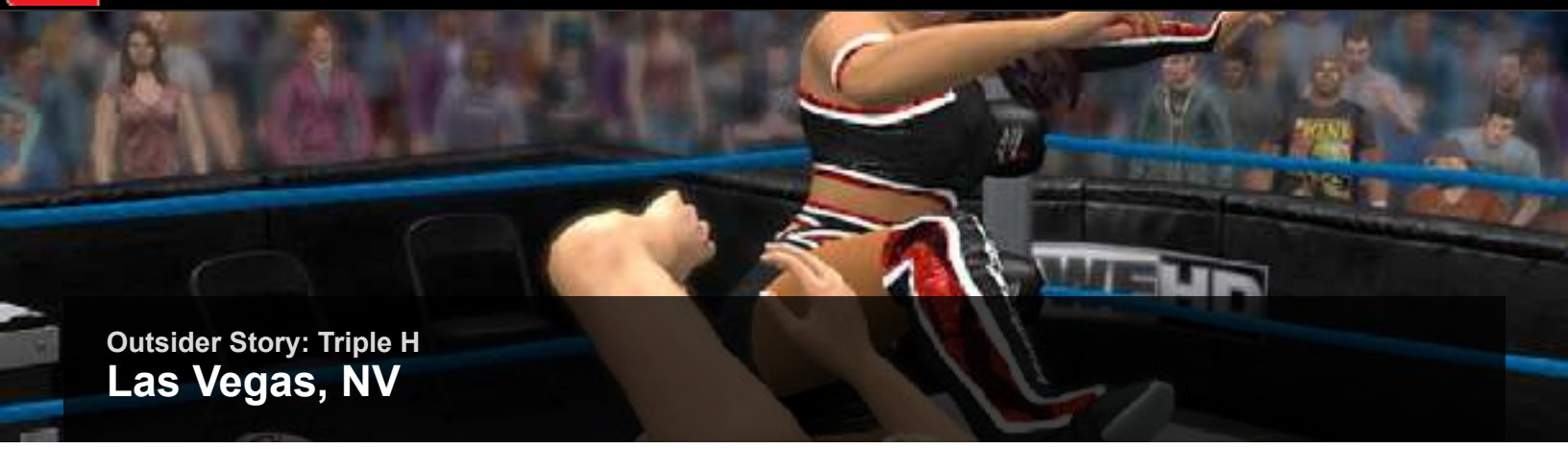
It's one match after another. Now it's Jack Swagger in a Table Match.

Triple H vs. Jack Swagger

Type: One-on-One Tables Match

Jack Swagger is a solid grappler, but Triple H certainly has the striking advantage here. After you wear down Jack Swagger, lean a table in the corner of the ring and Irish Whip him through it.

The Miz! He sneaks into the ring and blasts Triple H with the championship. Skull Crushing Finale right into the championship.



Outsider Story: Triple H

Las Vegas, NV

We are back to Monday Night Raw, and Triple H and The Miz are going to battle it out in the semifinals of the King of the Ring tournament.

Match: Triple H vs. The Miz

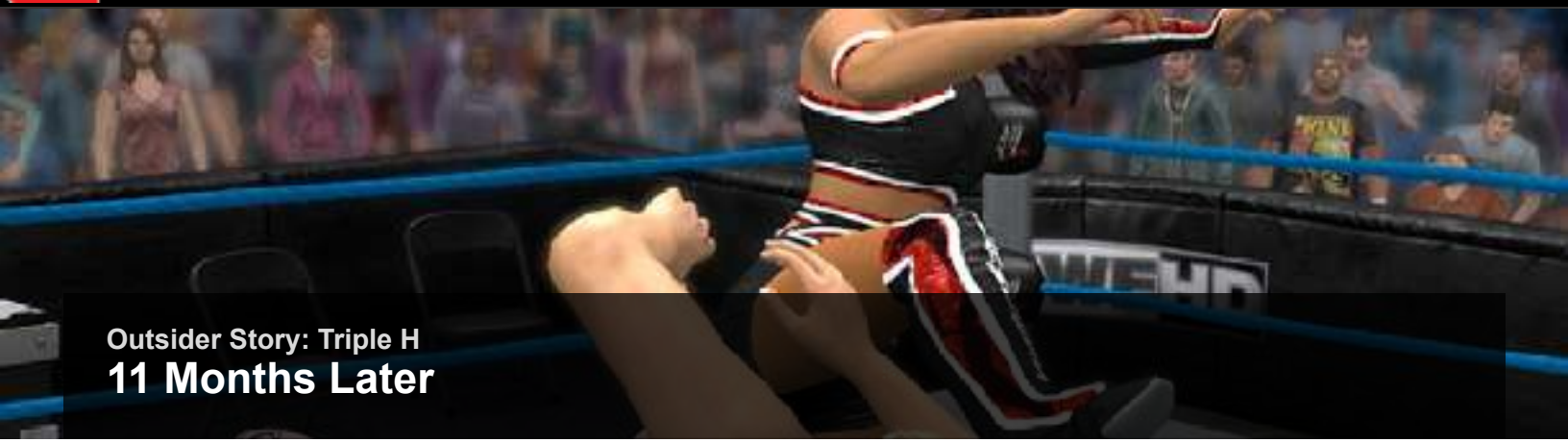
Type: One-on-One Steel Cage Match

Use Triple H's strength against The Miz. Taunt to get the momentum up because you can't climb out to win. The Miz can, though, so pull him off if he tries.

Objective: Weaken The Miz in the ring.

After you press the prompt button, Jack Swagger and Dolph Ziggler show up with a pair of handcuffs and a chair.

The scene ends with The Miz punishing a handcuffed Triple H with the chair.

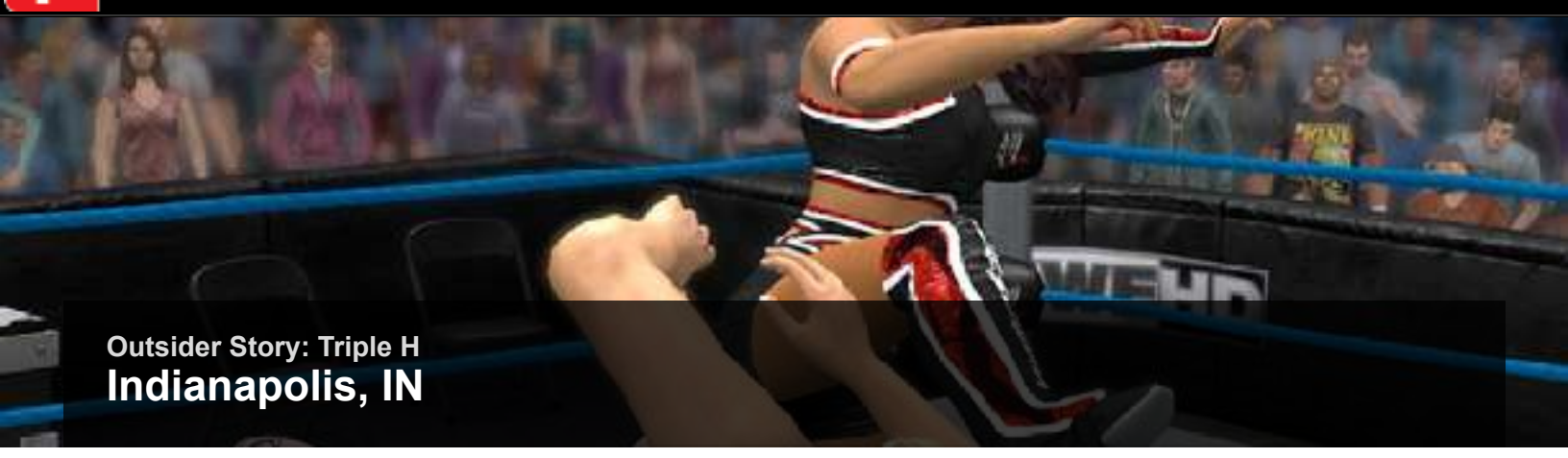


Outsider Story: Triple H

11 Months Later

The Miz and Randy Orton are in the ring and Orton is in trouble. They're on the top rope in a Table Match and The Miz is lining up the win. Triple H shows up and Orton pushes The Miz through the table for the win.

Triple H blasts Randy Orton with a Pedigree. He's allied with no one!



Outsider Story: Triple H

Indianapolis, IN

It's Friday Night SmackDown, just five days after WrestleMania. Randy Orton is the title holder. The scene starts with Triple H in the parking garage.

Head down toward the soda machine to trigger a cutscene with The Miz. There's a little posturing in the hallway. Head down to the far door at the end of the hall. Triple H makes a call on his cell.

What?! He gets jumped by Kevin Nash. After a huge slam he heads outside and runs into Dolph Ziggler.

Objective: Finish Dolph Ziggler by the door to the dressing room.

Inflict damage on Dolph by the door to your dressing room. By now, you know to use the environment to your advantage. When the prompt button shows up, slam Dolph Ziggler into the door and press strike to set him up for a brutal kick.

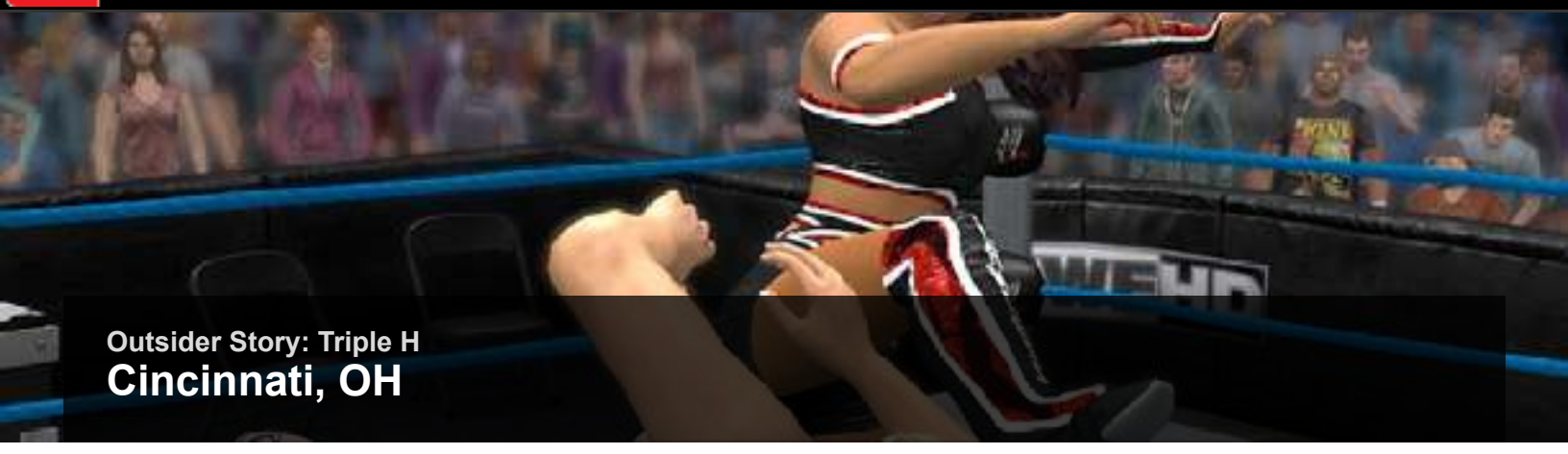
Match: Chavo Guerrero vs. Ezekiel Jackson

Type: One-on-One Normal Match

Psych! This starts off with Triple H interfering in this match.

Objective: Weaken Chavo Guerrero and Ezekiel Jackson, then finish off the last one standing in the ring.

Use objects to quickly wear down the two opponents—like this chair you can grab from under the ring. After you slam both, Triple H address the crowd.



Outsider Story: Triple H

Cincinnati, OH

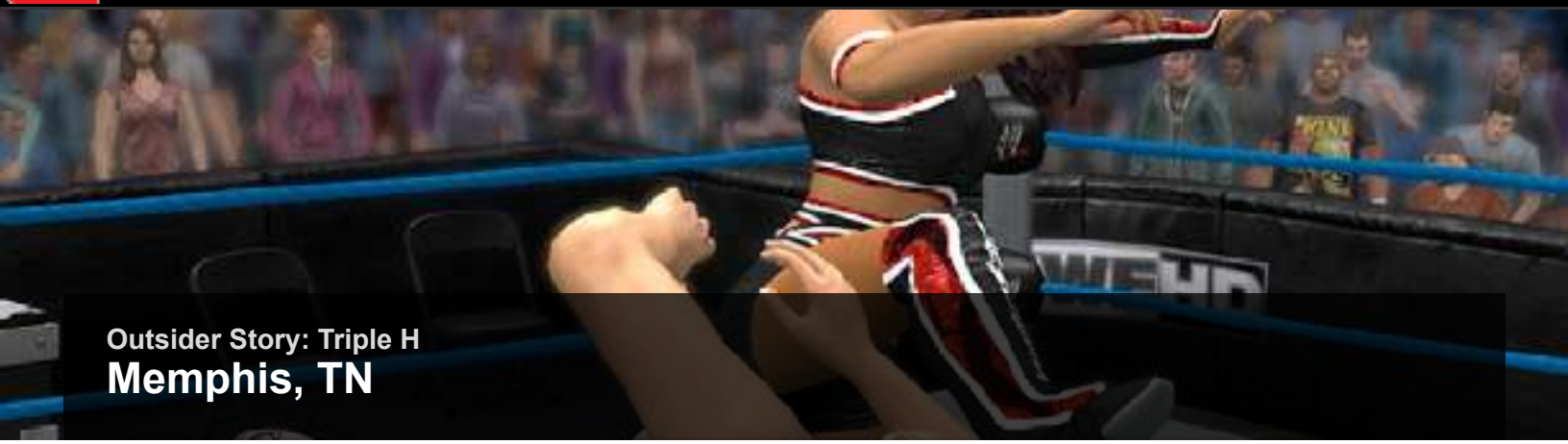
It’s another episode of SmackDown just two weeks from Extreme Rules. Triple H is alone in his locker room. Walk outside.

Triple H is confronted by Randy Orton, who asks Triple H to put their differences aside—but Triple H is clearly out on his own for this one.

Match: Triple H vs. John Morrison

Type: One-on-One Normal Match

John Morrison is a pretty good defender and he’s fast for a bigger guy. Open him up with strikes to set up grapples. Running grapples work well. Go for the pin.



Outsider Story: Triple H

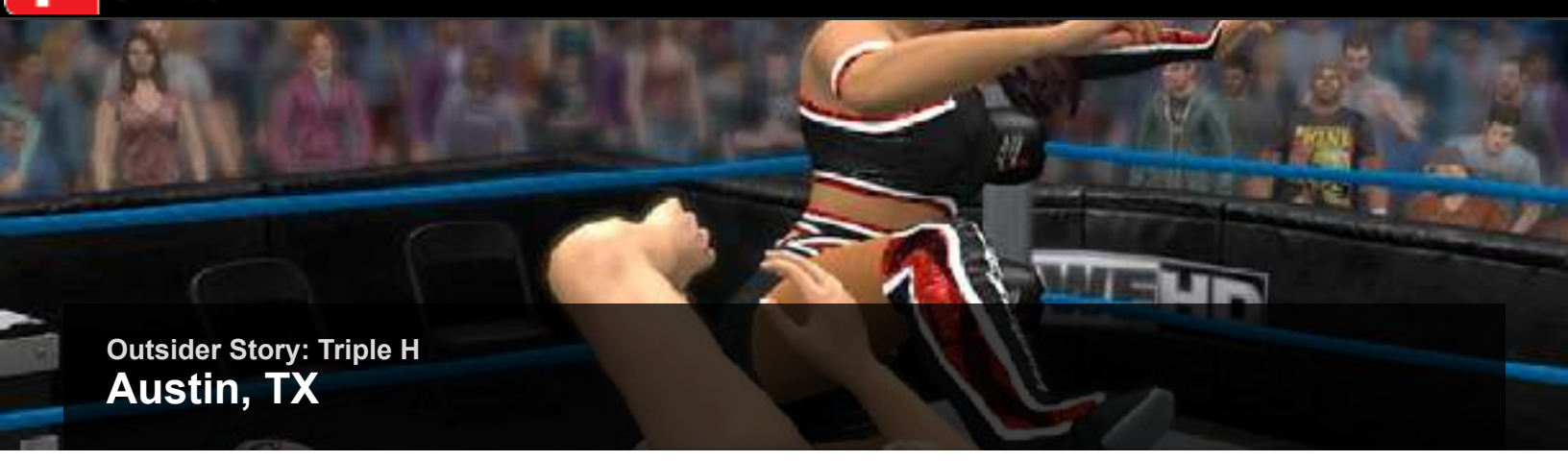
Memphis, TN

Triple H and Dolph Ziggler are going to face off. It's just over a week until Extreme Rules.

Match: Triple H vs. Dolph Ziggler

Type: One-on-One Normal Match

Dolph's Grapple Defense is five points better than his Strike Defense. But with Triple H's Grapple Power, get your hands on Dolph Ziggler and slam him to the mat. Pinfall for the win!



Outsider Story: Triple H

Austin, TX

The night starts off with The Miz and Randy Orton signing the contract in the ring. Triple H shows up for the fun.

Objective: Weaken Dolph Ziggler, Cody Rhodes, and Zack Ryder, then finish off the last one standing at the side of the ring facing the ramp.

It may make it hard to see, but stay mobile until you weaken some of these guys. If you try to battle all three of them at once, they do a better job of overtaking you. Divide and conquer—move around the ring and take on one at a time.

Use objects to soften them up. After you drop a Pedigree on all of them, Triple H climbs into the ring. It's going to be a Triple Threat Match at Extreme Rules.

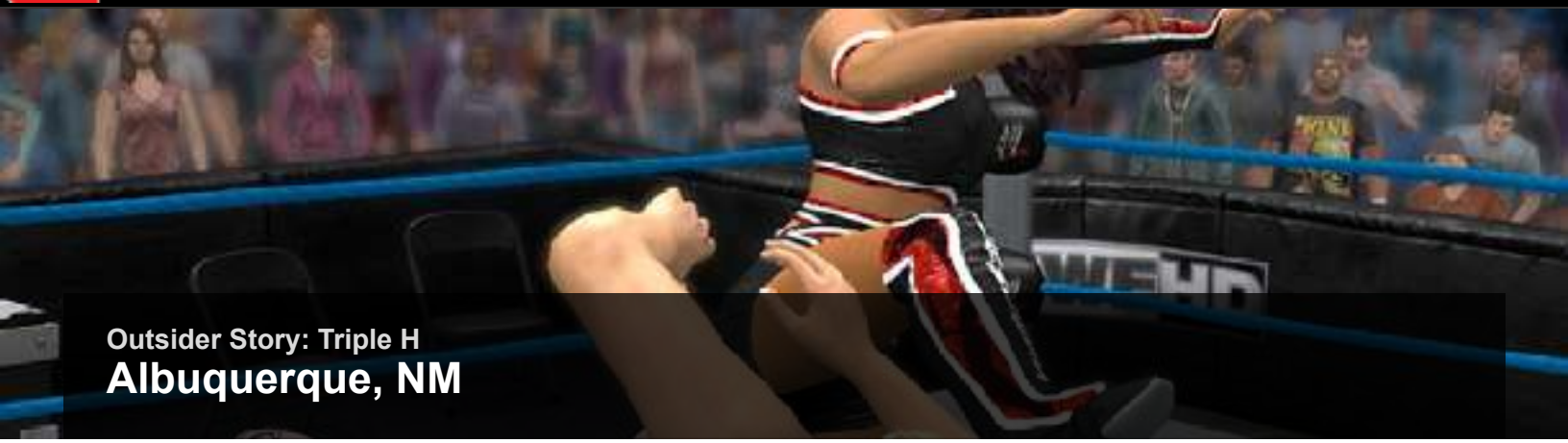
Dallas, TX—Extreme Rules

It's The Miz, Randy Orton, and Triple H for the WWE Championship.

Objective: Defeat Randy Orton in the ring.

Use running grapples to attack Randy Orton's head. When The Miz and Orton are engaged in a grapple, taunt to build momentum. It won't take long to light up the prompt button over Randy Orton's head. Dolph Ziggler and Jack Swagger storm the ring.

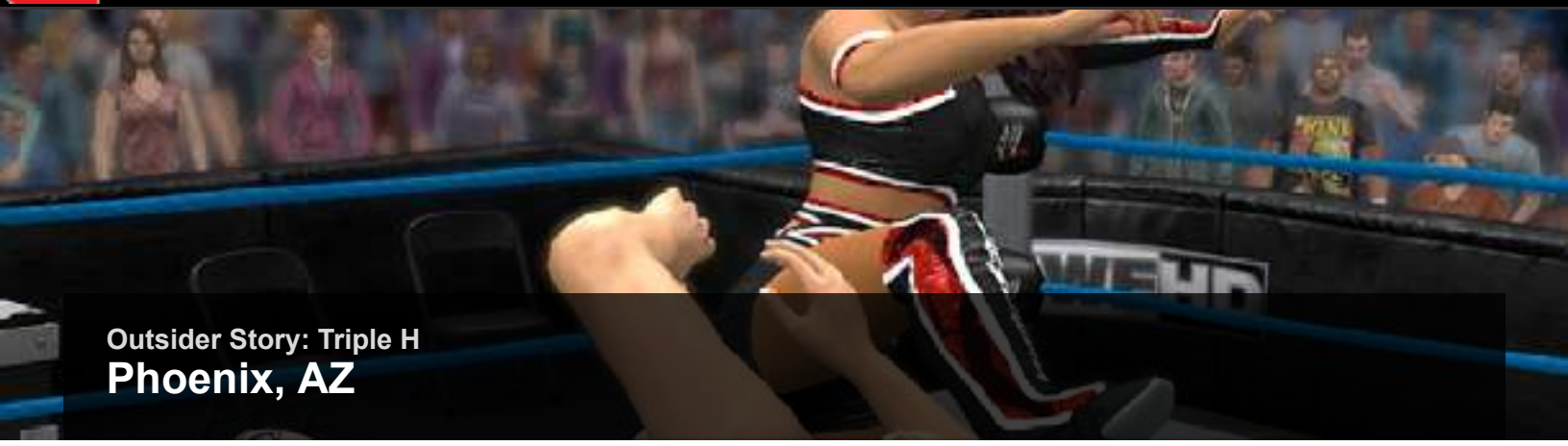
The Miz tries to hit a handcuffed Triple H with the stairs. Randy Orton takes him out!



Outsider Story: Triple H

Albuquerque, NM

Triple H again addresses the crowd. The Miz comes rolling out in a wheelchair. He announces he's no longer a Superstar and is now the general manager of SmackDown. He brings out Kane!

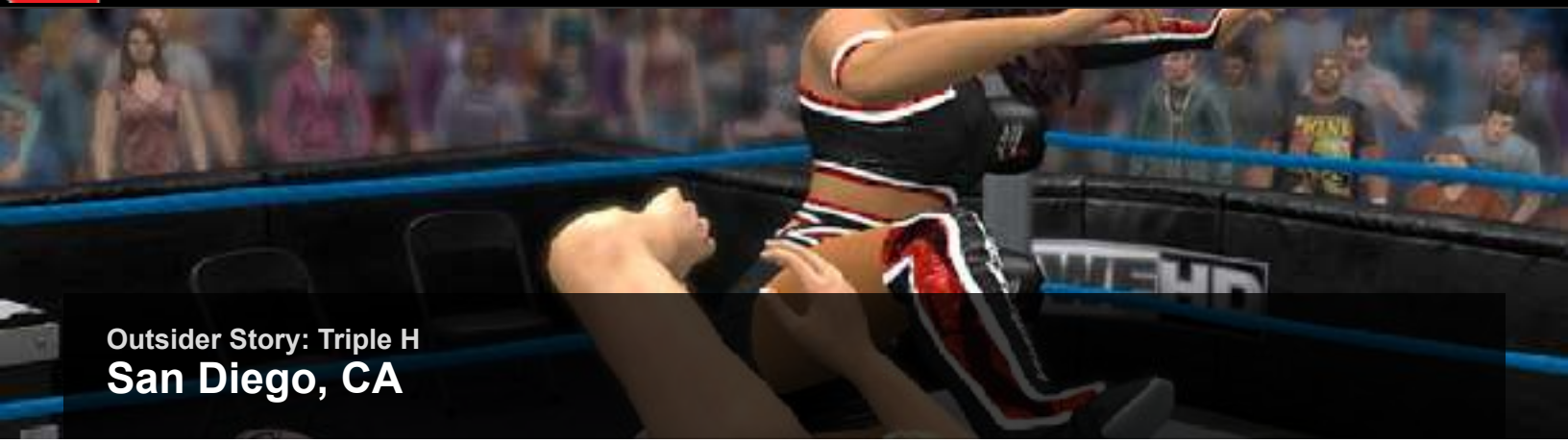


Outsider Story: Triple H
Phoenix, AZ

It's another Friday Night SmackDown. Triple H and The Miz talk about a Triple H vs. Randy Orton championship match in two weeks. Edge shows up and wants his chance. It's time for a No. 1 contender match—right now.

Objective: Weaken Edge in the ring.

Use the Limb-Targeting System to attack parts of the body and break Edge down. After the prompt button shows up, Edge will go for the pin and Dolph Ziggler helps Triple H pin Edge!



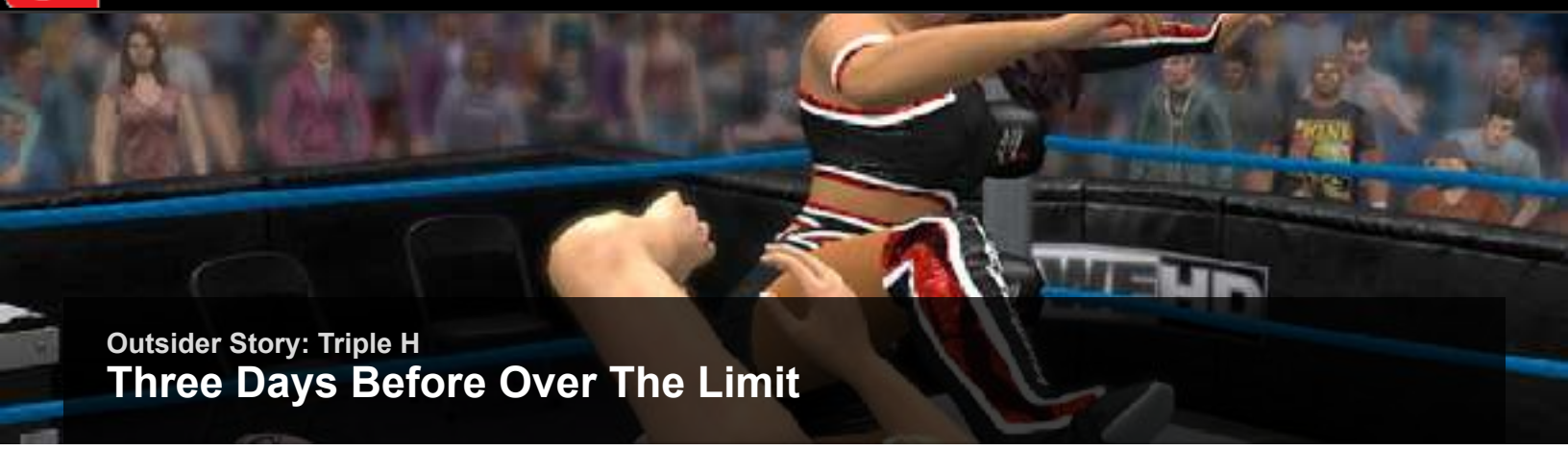
Outsider Story: Triple H
San Diego, CA

Edge is in the ring and gets hammered by the Mizfits. Triple H has to come in and clean house.

Objective: Hit all opponents with a Finisher.

Here, you have to weaken everyone to light up the prompt button. Then you will execute your Finisher. There's no taunting to open up a Finisher any quicker.

Use objects to inflict damage and weaken your opponents. Bodies are everywhere. After you wreck shop, Randy Orton shows up and surprises you with an RKO.



Outsider Story: Triple H

Three Days Before Over The Limit

The Miz ordered up a Tag Team Match as a precursor to the upcoming pay-per-view event.

Match: Edge, Triple H vs. R-Truth, Randy Orton

Type: Two-on-Two Tag Team Match

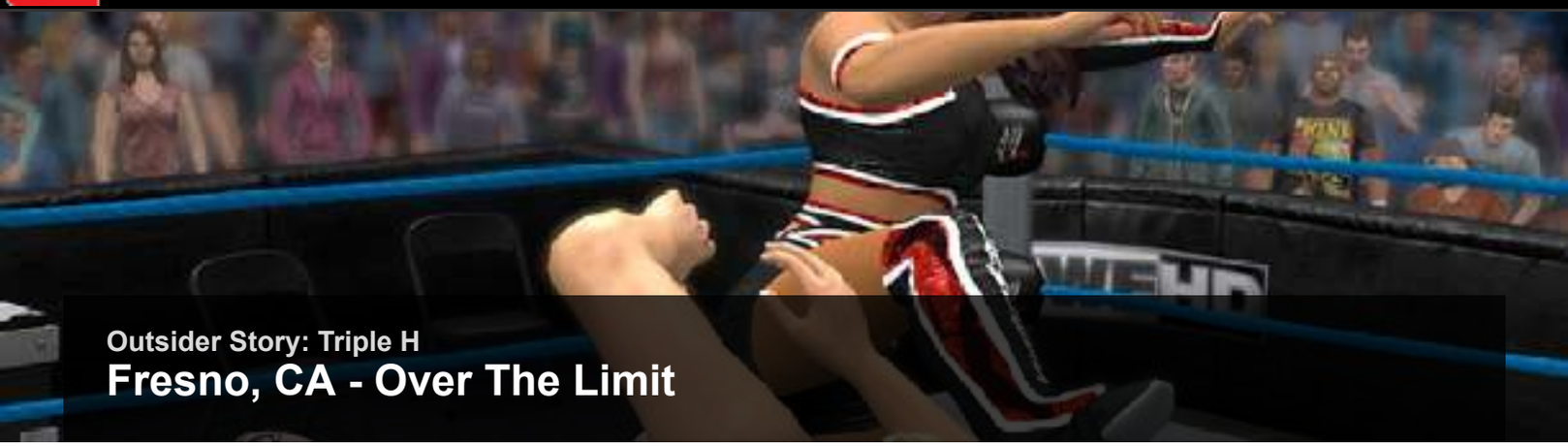
Edge and R-Truth start out in the ring. Tag in Triple H and start working R-Truth over with big grapples to get him to tag in Randy Orton.

Objective: Defeat Randy Orton in the ring.

Tag Edge in to battle with Randy Orton and a prompt button appears over his head. Cody Rhodes and Dolph Ziggler show up to mess with Edge. Triple H chases Cody.

Objective: Defeat Cody Rhodes.

Give Cody Rhodes the same treatment that you gave Dolph Ziggler. Slam him up against the door with an Irish Whip and press strike to finish him after the prompt button appears.



Outsider Story: Triple H

Fresno, CA - Over The Limit

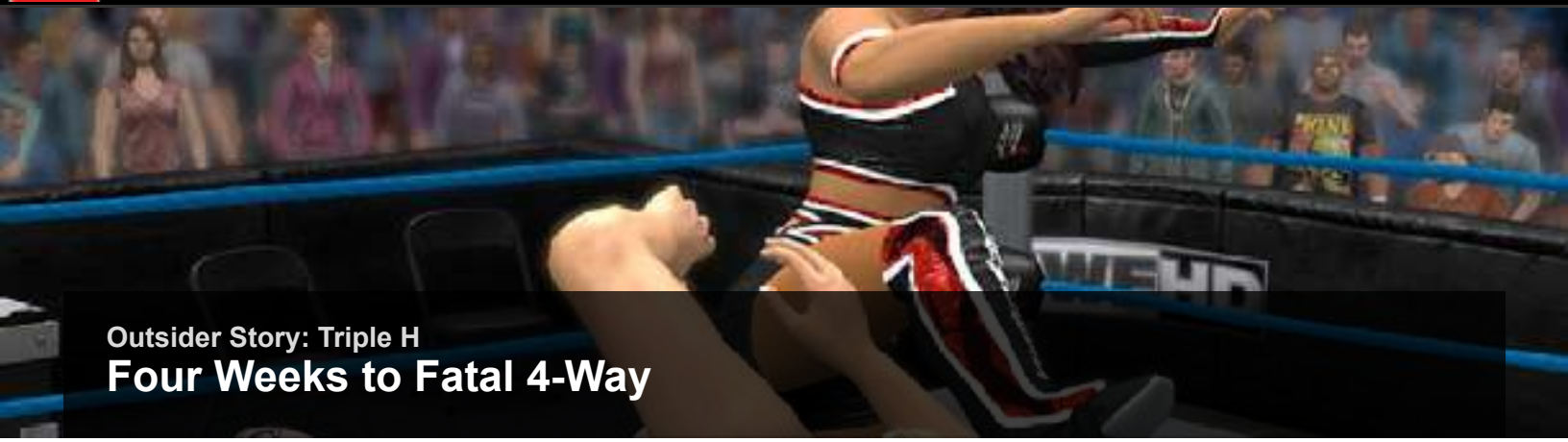
The WWE Championship is back on the line in a match between Triple H and Randy Orton.

Match: Triple H vs. Randy Orton

Type: One-on-One Normal Match

Watch out for Randy Orton's solid striking in this match. Knock him down and hit him with a running grapple from behind to keep the punishment going. After you damage Randy Orton for a while a prompt button appears. Dolph Ziggler appears and handcuffs Triple H again, but this time he's ready.

It's an all-out brawl as Kane shows up with a chair and Edge hits him with a Spear to end the night. Randy Orton retains.



Outsider Story: Triple H

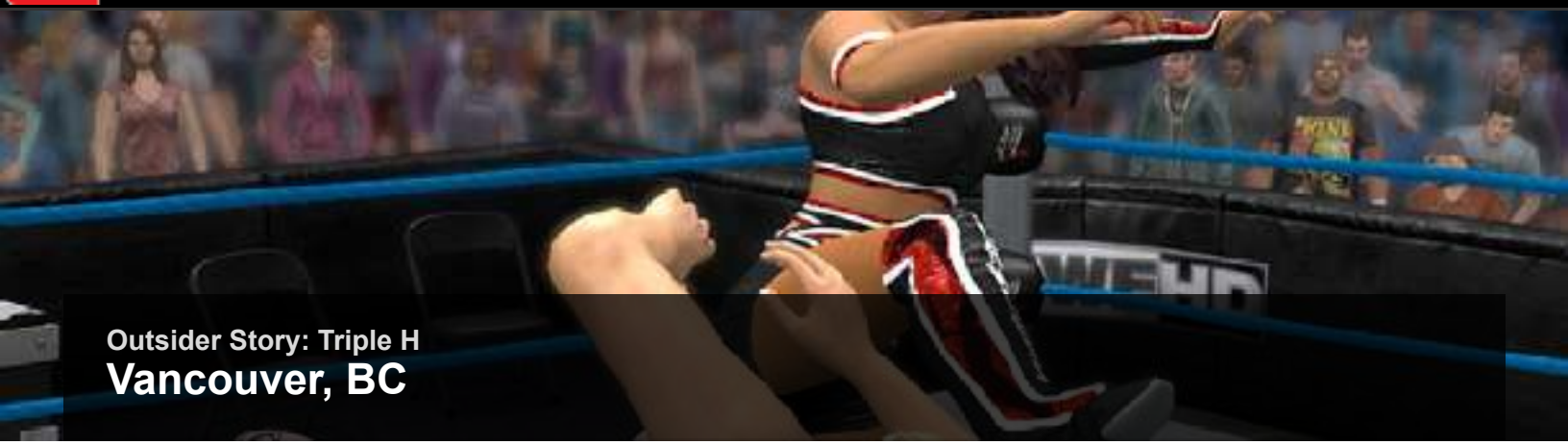
Four Weeks to Fatal 4-Way

So we've got a qualifying match here to meet Randy Orton for another title shot.

Match: Triple H, R-Truth, Cody Rhodes

Type: Triple Threat

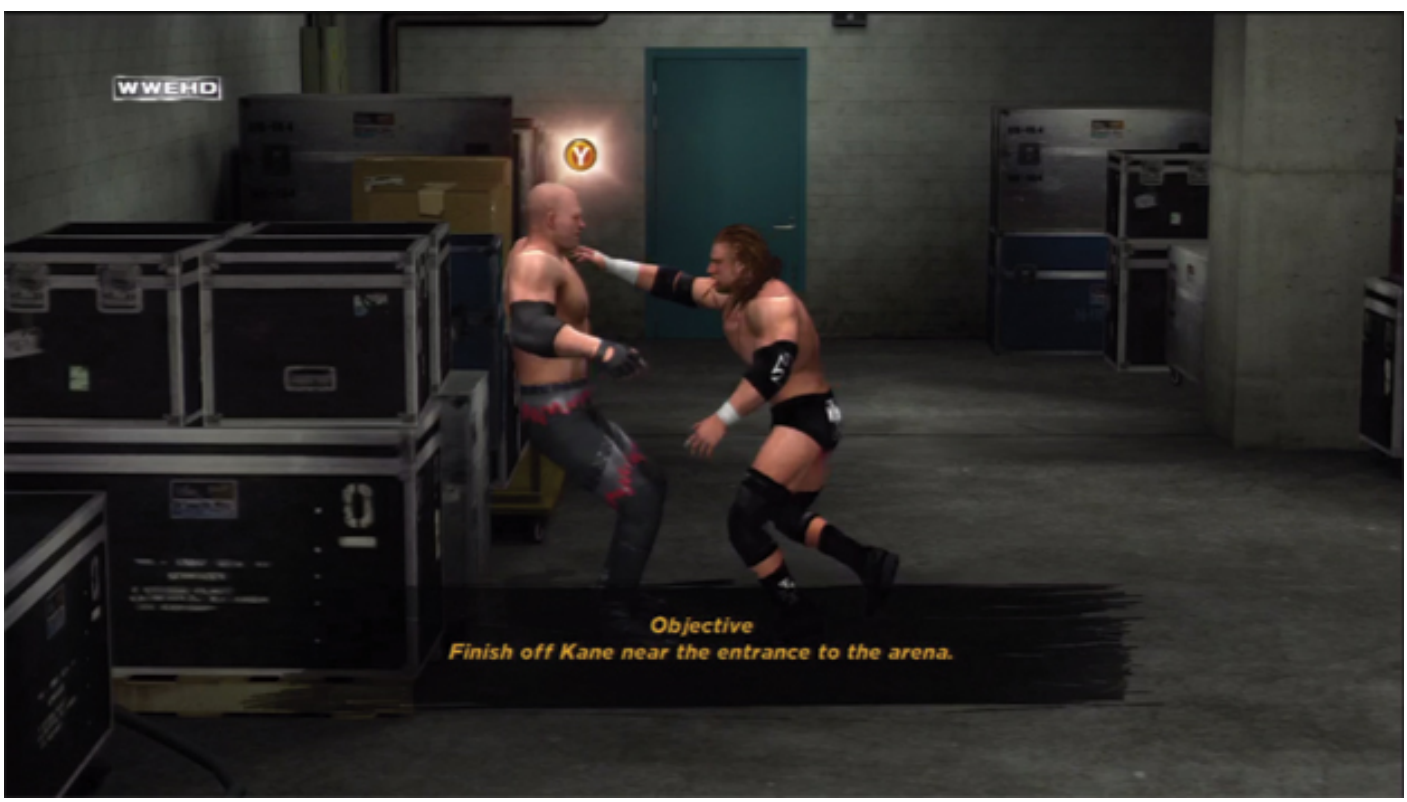
Here you've got to score a pin or submission to win, before the other Superstar can break it up. Weaken your opponents so they move slowly (or so they stay grounded for a while) and the pin will come much easier.



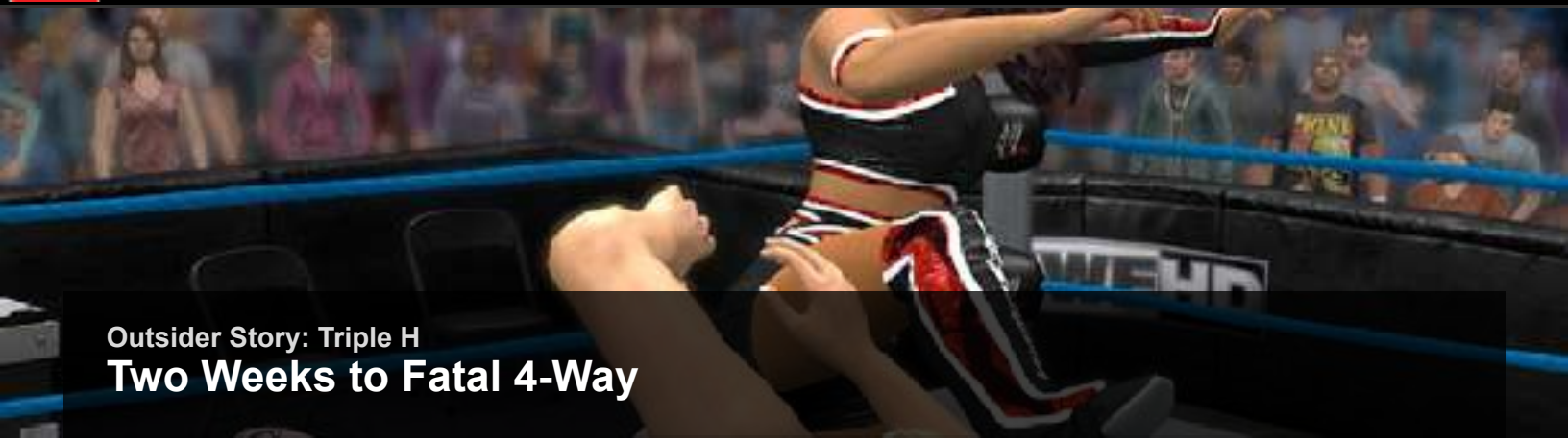
Outsider Story: Triple H
Vancouver, BC

It's another Friday Night SmackDown and Triple H is attacked by Kane.

Objective: Finish off Kane near the entrance to the arena.



Slam Kane into the boxes a few times to light up the prompt button. Kane reverses and Chokeslams you into the concrete.

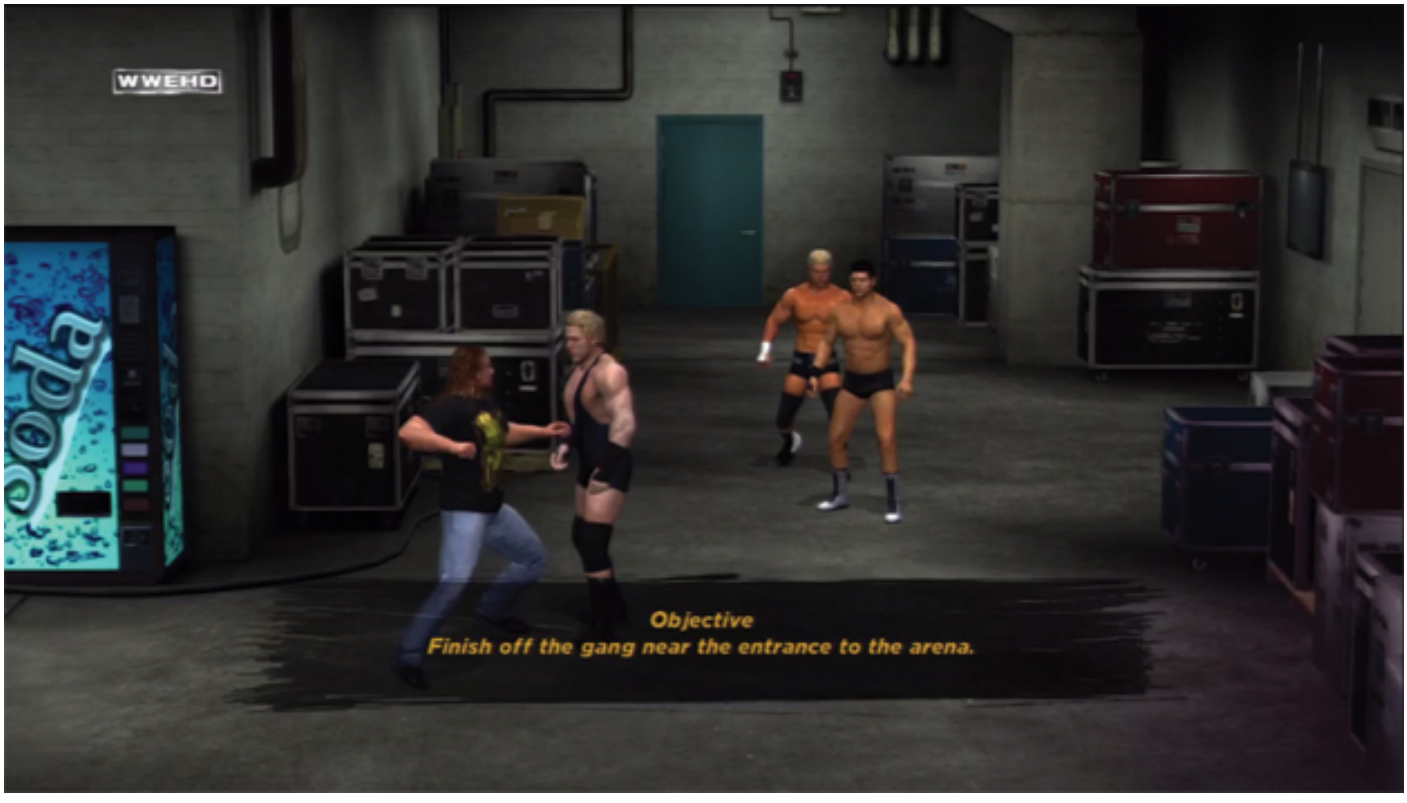


Outsider Story: Triple H

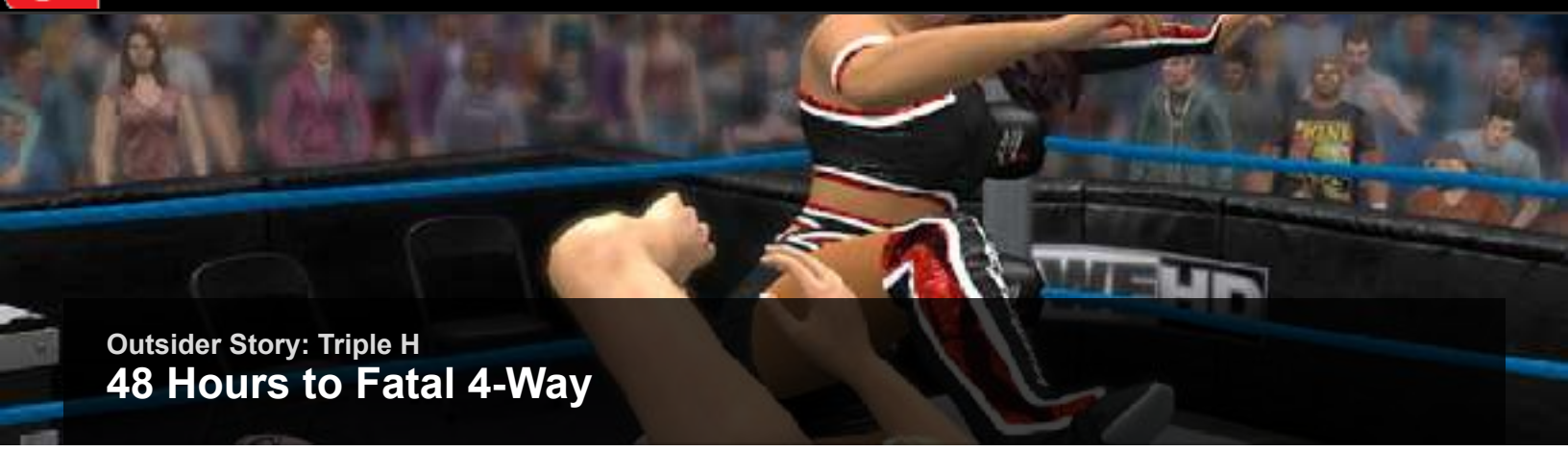
Two Weeks to Fatal 4-Way

It's the last qualifying match for the upcoming title match. Triple H is on the phone with Edge. Edge asks him to take care of the Mizfits.

Objective: Finish off the gang near the entrance to the arena.



Walk all the way to the foreground and then Irish Whip two of these guys back toward the green door so you can engage them one at a time. They'll spend a lot of time running back and forth and less time hitting you.



Outsider Story: Triple H

48 Hours to Fatal 4-Way

The Miz is intent on making this last. It's just two days until the championship match, and three of the four competitors will face off in a Triple Threat Match right now.

Match: Triple H, Edge, Randy Orton

Type: Triple Threat Match

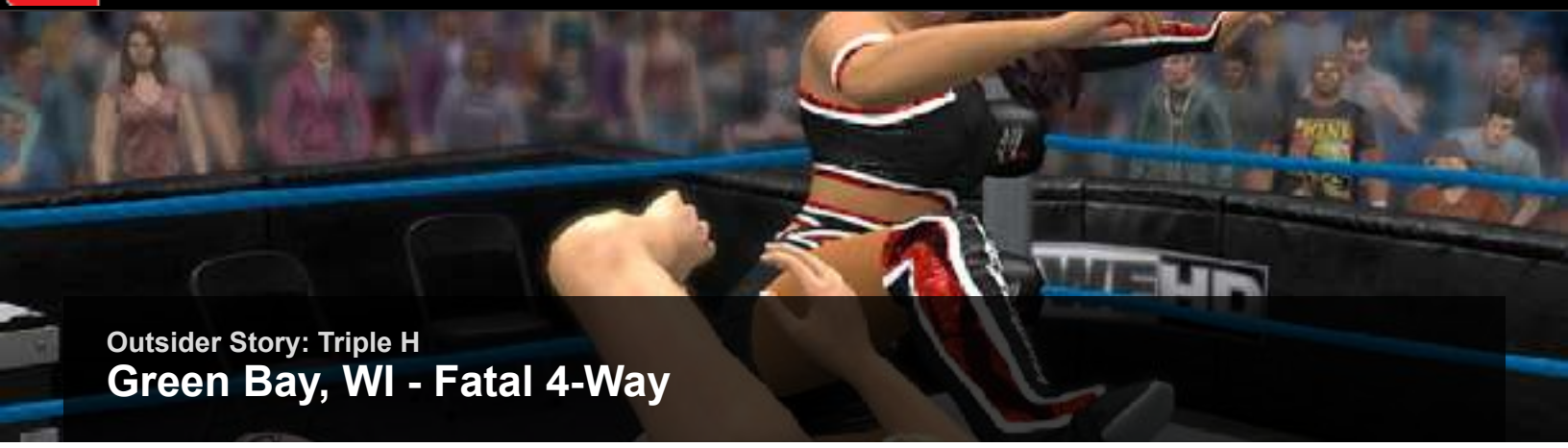
Let these guys tear each other apart, while you maintain your HP. Taunt and step in for big moves.

Soon, a prompt button appears over Randy Orton's head. Triple H flings him out of the ring and the Mizfits show up. Triple H chases them to the back.

Objective: Defeat Dolph Ziggler to the right of the vending machine.

Same drill as before. Smash Dolph into every available object and his prompt button will light up when he's worn down in this main area. After you knock him out, R-Truth shows up. Run after him and into the locker room hallway to the right to meet Kane and Jack Swagger.

Run back out of the hallway and engage them out here where you're not cornered. You can finish them out here with a KO.



Outsider Story: Triple H

Green Bay, WI - Fatal 4-Way

Match: Triple H, Kane, Randy Orton, Edge

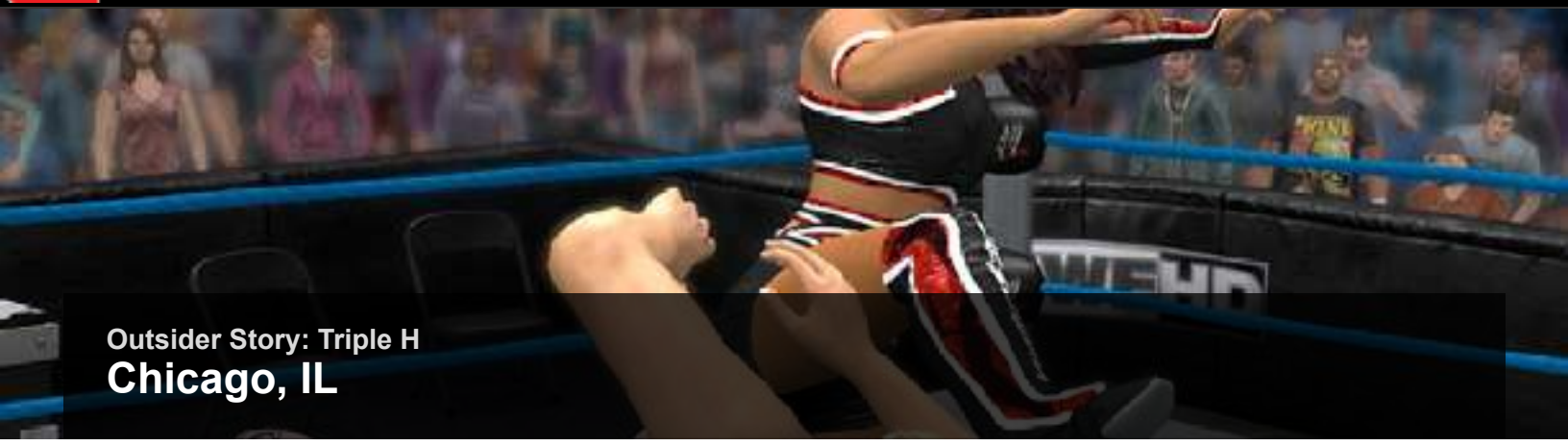
Type: Fatal 4-Way Match

This is for the WWE Championship. It's up for grabs and anyone in the ring can win it. This time, we're doing it in a steel cage.

Objective: Weaken all of your opponents in the ring.

These guys will try to sneak out of the cage while you are otherwise occupied. If they climb out, you fail your objective. A prompt button will appear over Edge's head. R-Truth shows up—it looks like a bit of a conspiracy here as Kane and Edge work together.

R-Truth punctuates the night for Edge and Kane. Edge is the new WWE Champion.



Outsider Story: Triple H

Chicago, IL

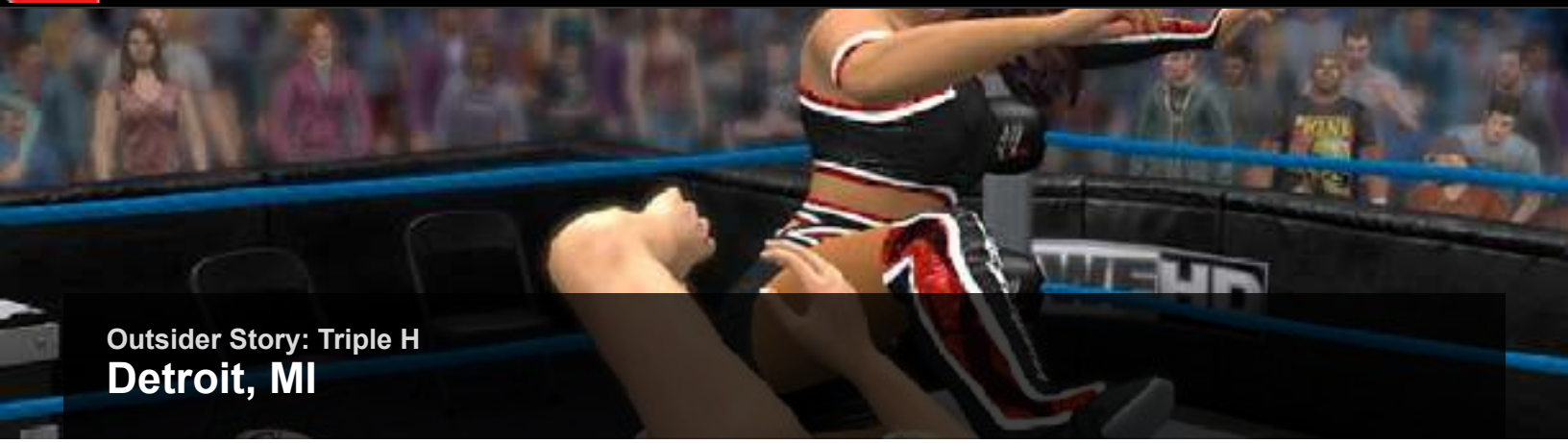
It's the Fourth of July and The Miz has more ideas for Triple H. He'll face Kane and R-Truth in a Handicap Match.

Match: Triple H vs. Kane, R-Truth

Type: One-on-Two Normal Tag Team Match

When they get hurt, they'll tag. Try to keep them away from their corner later in the match.

Keep the pressure on and attempt pins often to end the match quickly.



Outsider Story: Triple H

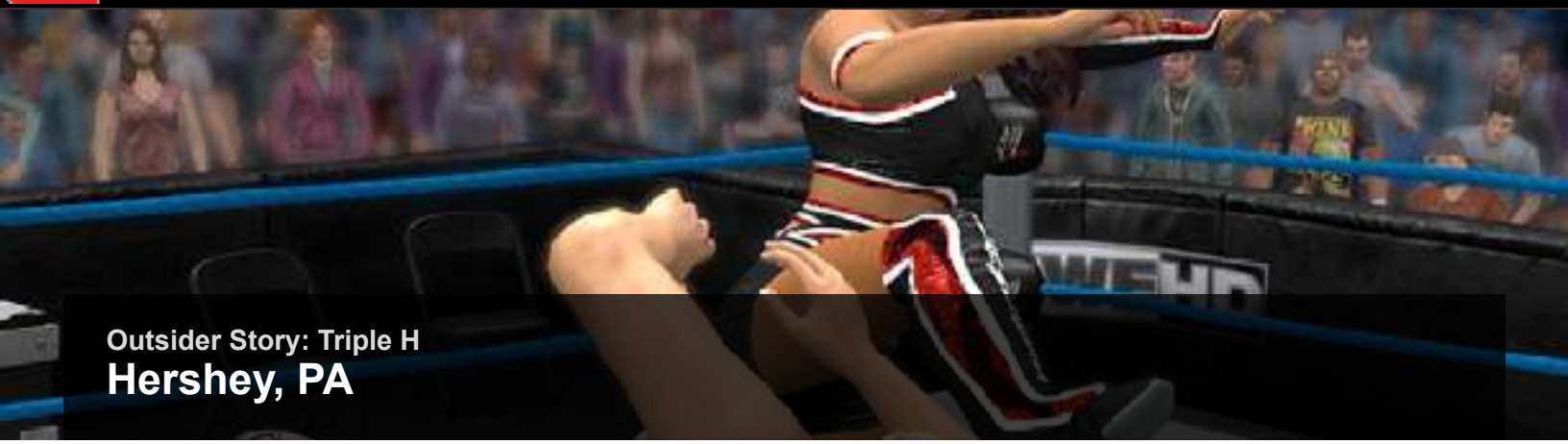
Detroit, MI

Triple H calls out Edge at Money in the Bank—until The Miz rolls onto the stage. Edge joins him in a wheelchair of his own.

Objective: Perform a Finisher on each of the Mizfits.

Run back and forth across the stage to stay out of the middle of the pack. Take these guys on with running attacks one at a time.

Hit these guys with a Pedigree to put them out on stage. After you blast the third Mizfit, you win by KO.



Outsider Story: Triple H

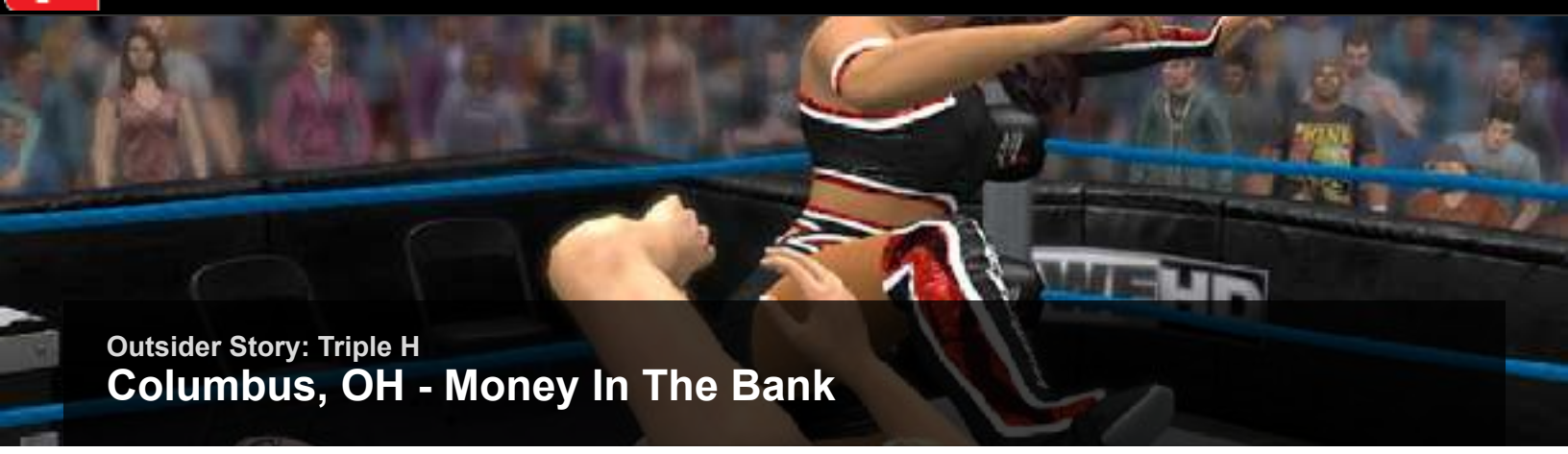
Hershey, PA

It's another Friday Night SmackDown and more talk from The Miz. Apparently, you're facing off with Randy Orton right now!

Match: Triple H vs. Randy Orton

Type: One-on-One Normal Match

Randy Orton's AI plays much tougher in this match than he has previously. Stick to the game plan of constant pressure and big grapples to wear him down. Use the Limb-Targeting System to target the head from the clinch. It may take a couple pin attempts—and even a kick out from you—before Orton goes down.



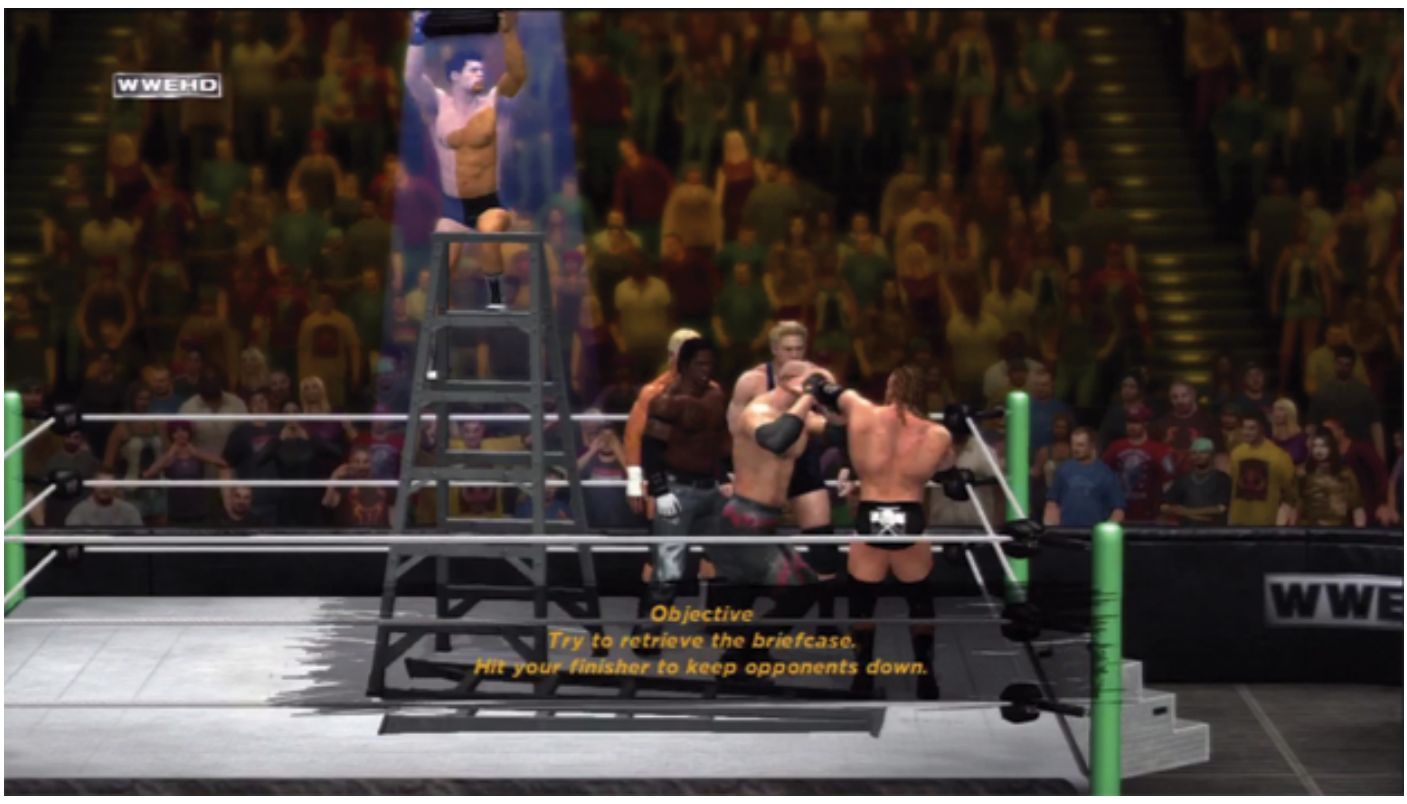
Outsider Story: Triple H

Columbus, OH - Money In The Bank

This is a Ladder Match with five of the Mizfits and Triple H, so the odds are really stacked against you.

Match: Triple H vs. Five Mizfits

Type: Ladder Match



This challenging match will see most of the Mizfits' attention on you while they constantly scale the ladder and tug on the briefcase above. You start out this match with a Signature move and you always have one stored throughout the match. You go right from a completed Finisher back to a Signature move.

Objective: Try to retrieve the briefcase. Hit your Finisher to keep opponents down.

Caution

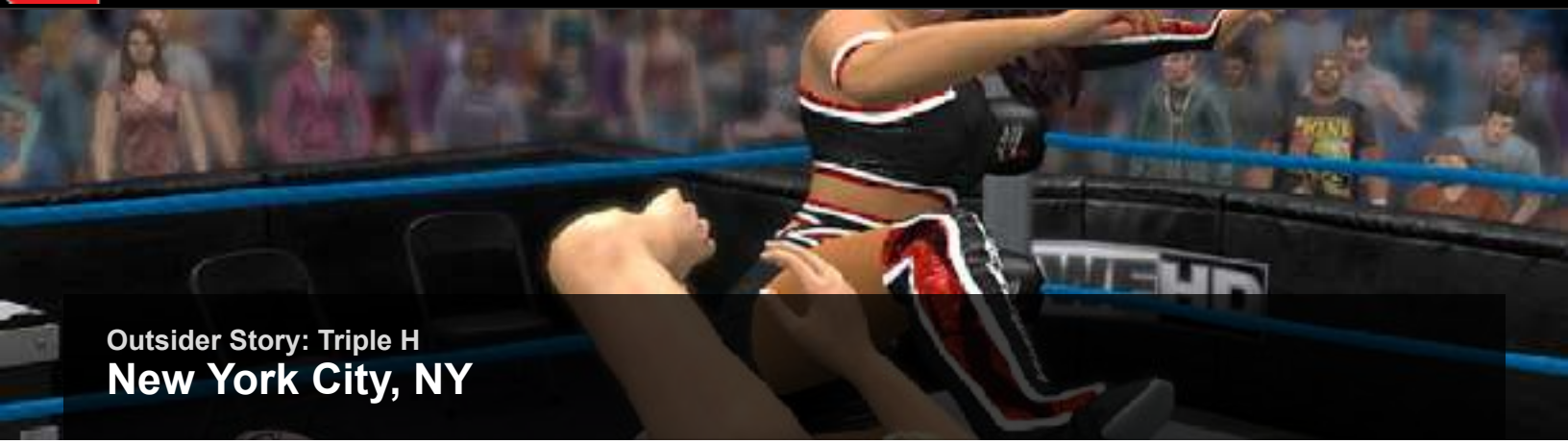
If you end up out of the ring while there is a ladder set up in the ring, odds are you'll fail the objective. Stay in the ring and control the middle.

When the ladder gets set up in the middle, knock it over, pick it up, and hit the other Superstars with it. If you execute a Finisher on an opponent, he stays down.

Climb the ladder and grab the case to trigger the cutscene. Triple H is at the top of the ladder, but Dolph Ziggler and Jack Swagger go after him. The Miz is ringside!

Objective: Hit all the opponents with a Finisher.

You have an endless supply of Finishers for this objective. Pedigrees all around! Hit Jack Swagger, R-Truth, Kane, and Cody Rhodes to pass the objective. The Miz is up and shoves Triple H off the ladder. R-Truth gets the case.

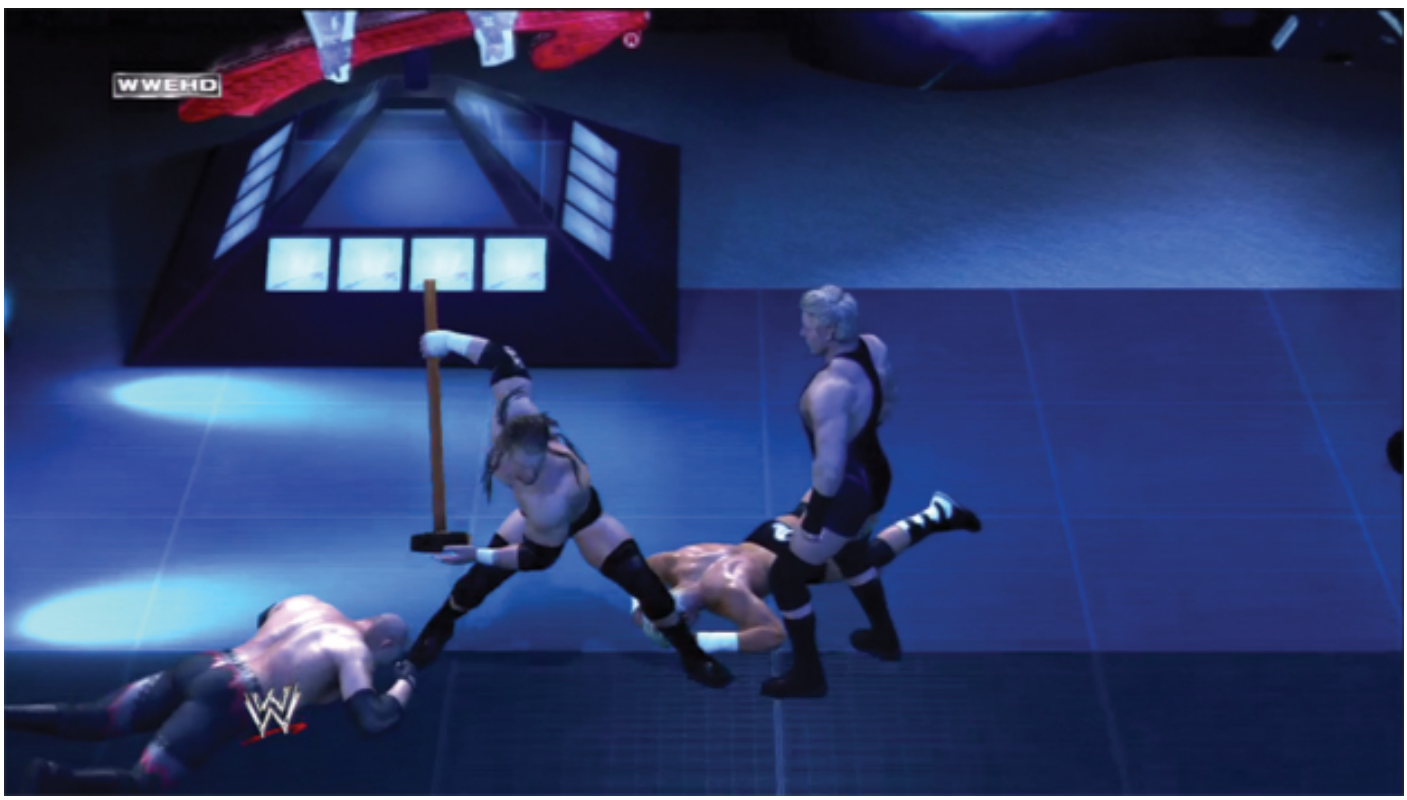


Outsider Story: Triple H

New York City, NY

The Miz, R-Truth, and Edge are in the ring. Here comes Triple H with a sledgehammer! The Mizfits stop him on the stage.

Objective: Weaken all your opponents using the sledgehammer, then use the sledgehammer to defeat the last remaining opponent near the ramp.



You start out encircled by the Mizfits. Run out of the circle and to a side of the stage. Don't let yourself get surrounded. Run back and forth across the stage as you take them out. Triple H enters the ring and asks for a match at SummerSlam. He's holding a sledgehammer so…he gets his way.

Outsider Story: Triple H

Two Weeks to Summerslam

It's a preview match for the upcoming WWE Championship Match at SummerSlam.

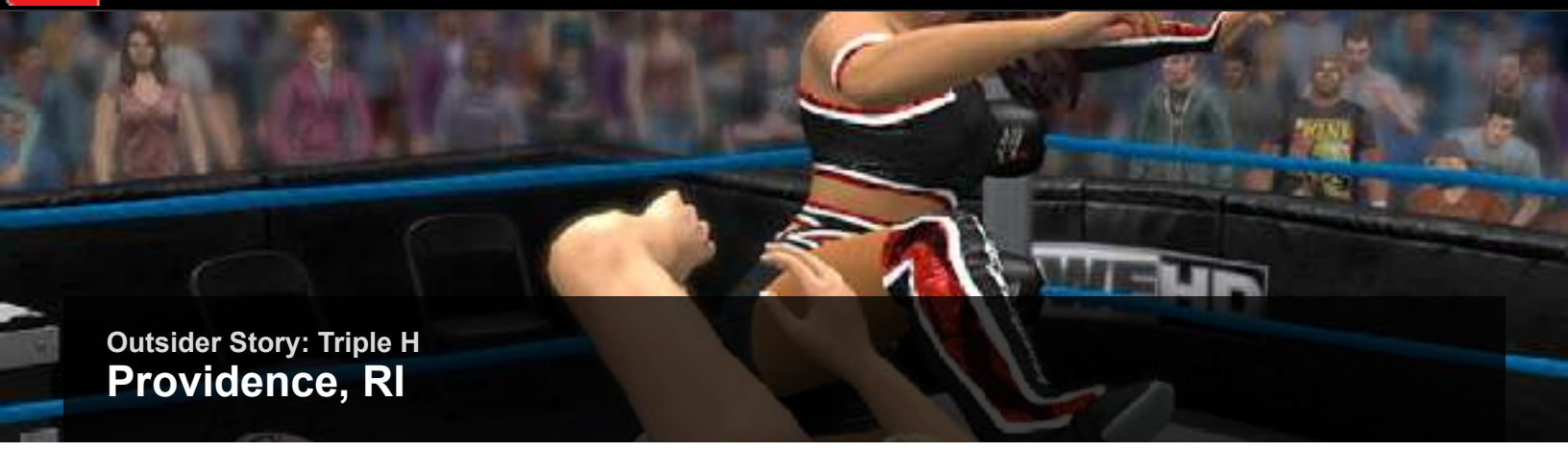
Match: Triple H, Randy Orton vs. The Miz, Edge

Type: Two-on-Two Tag Team Match

Triple H starts out in the ring. He has to do all the damage here. The AI in these matches is getting tougher!

Objective: You have to weaken your opponents with Triple H. Weaken Edge in the ring.

Use strong strikes to set up big grapples. Edge is much tougher in this match than he has been. Eventually he tags in The Miz. Weaken The Miz to light up the prompt button. Randy Orton tags in and RKOs Triple H!

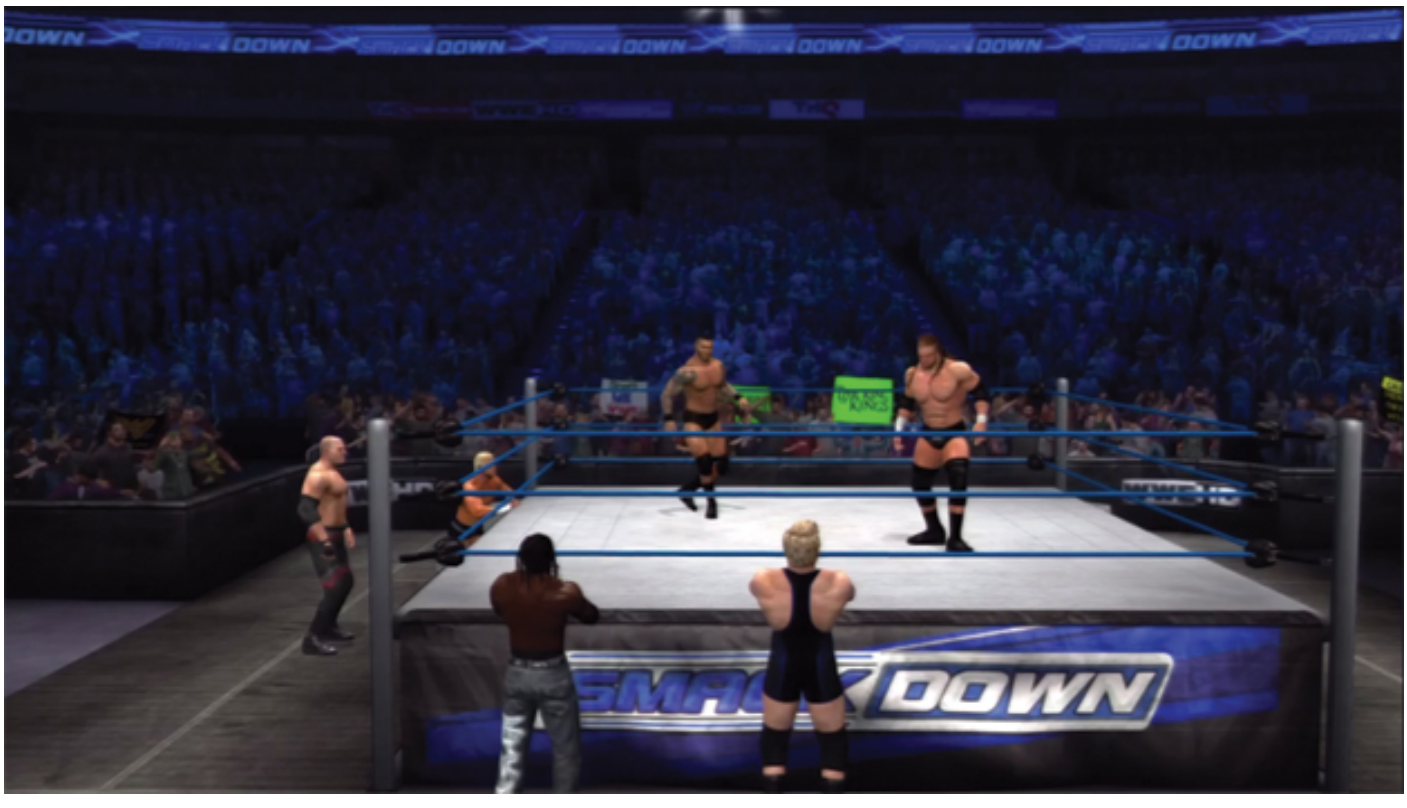


Outsider Story: Triple H

Providence, RI

Match: Triple H vs. Randy Orton

One-on-One Normal Match

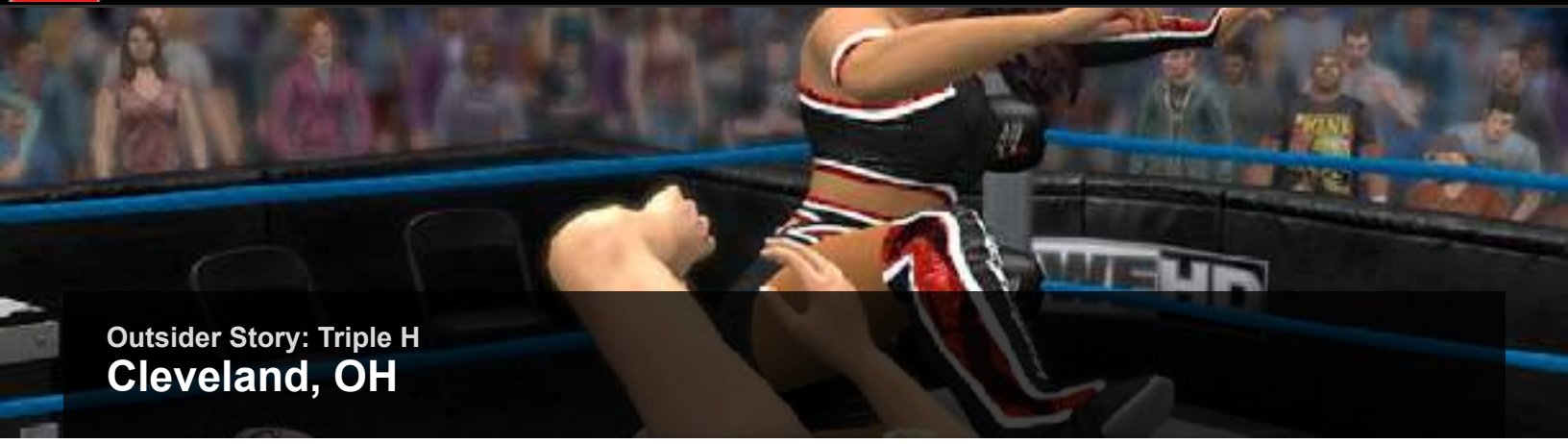


You're not going to be able to pin or submit Randy Orton here. Weaken him until the prompt button appears, and that cues up the entrance of the Mizfits.

Objective: Weaken all your opponents, then perform a Finisher to defeat the last remaining opponent near the ramp.

Use objects like the stairs and sledgehammer to make short work of your opponents. Hit the last one with a Finisher in this area to trigger the cutscene.

Pedigree: That's what you get for being nice, Randy Orton!

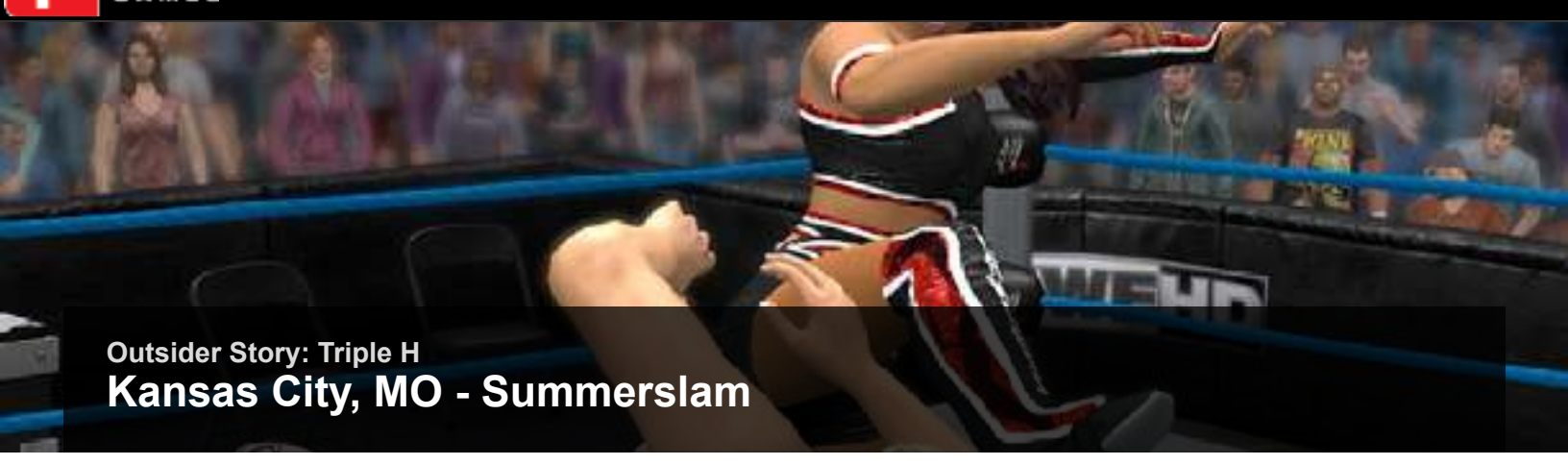


Outsider Story: Triple H
Cleveland, OH

Triple H is talking about his SummerSlam matchup in two days. The Miz has set up a Last Man Standing Match. Triple H chases The Miz. Run back to the parking garage to find The Miz waiting for you.

Objective: Finish off The Miz in the garage.

Use strong strikes and Irish Whip The Miz into cars. Follow up with a strike for a vicious slam animation. Press the prompt button when it appears to play a cutscene of The Miz peeling away in his car.



Outsider Story: Triple H

Kansas City, MO - Summerslam

This is a Last Man Standing Match. You'll have to follow the objectives. But, if you get knocked down, you have to play the stand up mini-game and get up before the ref counts to 10.

Match: Triple H, The Miz, Randy Orton, Edge

Type: Last Man Standing

Objective: Finish off Randy Orton in the ring.

Caution

If you try to set up a Finisher in a crowd, the other Superstars will break it up. Clear some space with Irish Whips before you attempt the Finisher.

When the cutscene plays, Triple H drags Orton out of the ring and Orton is counted out.

Objective: Perform a Finisher on Edge on the stage.

Head up the ramp to the stage to finish off Edge. If you've already done your work in the ring, the prompt button will show up right away. In the cutscene, Triple H launches Edge into the backdrop.

Objective: Finish off The Miz on the stage.

Again, this should happen fairly quickly. A couple strikes and the prompt button will appear. Triple H chases after The Miz, but again the Mizfits show up!

Objective: Weaken all your opponents, then perform a Finisher to defeat the last remaining opponent on the stage.

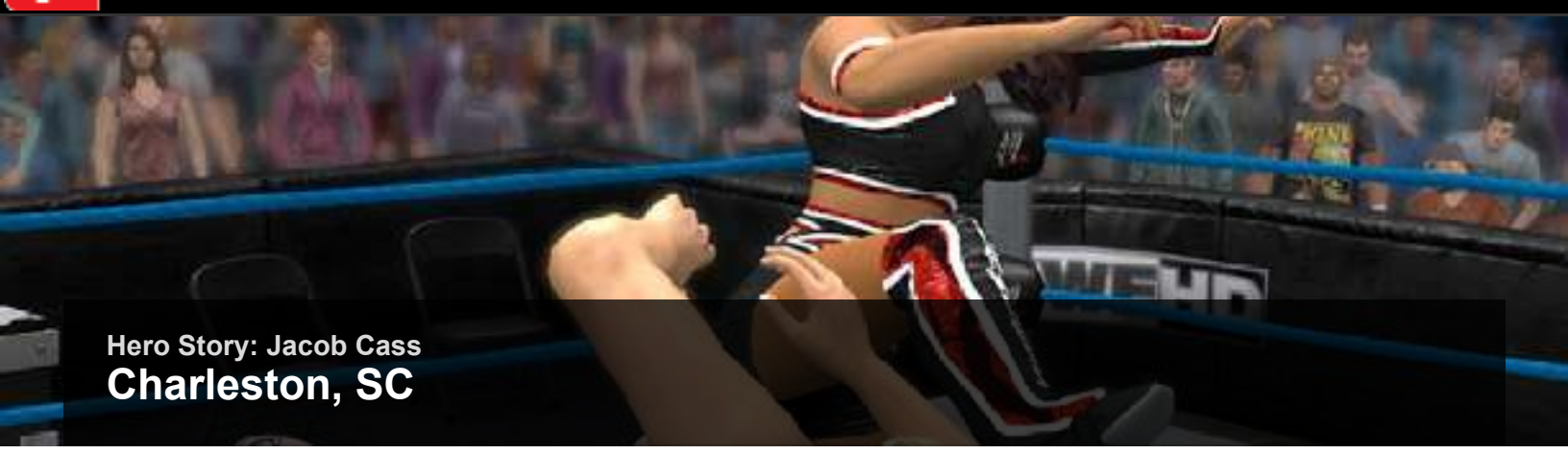
This is another stage battle, so stay active and run east to west along the stage to prevent the group from surrounding and overwhelming you.

Tip

The Miz's giant throne makes for a nice barricade. Use it to your advantage by standing to one side of it to prevent running grapples from being launched at you.

Kane got the pleasure of our Pedigree (we saved it just for him). A cutscene plays and The Miz counters Triple H's attack, but he gets the worst of it as Triple H launches him off the stage and takes the WWE Championship.

Triple H announces that this was his last match, and he heads off stage for the last time. Triple H retires with the championship, leaving a vacant title!



Hero Story: Jacob Cass

Create your face, body, poses, and the whole nine yards.

This is your new Superstar. Here's the breakdown.

Attributes

Strike Power: 75
Grapple Power: 85
Submission: 65
Strike Defense: 80
Grapple Defense: 80
Speed: 85
Agility : 85
Adrenaline : 90
Recovery : 80
Durability : 75
Charisma: 85
Tag Team : 70
Overall: 87

Abilities

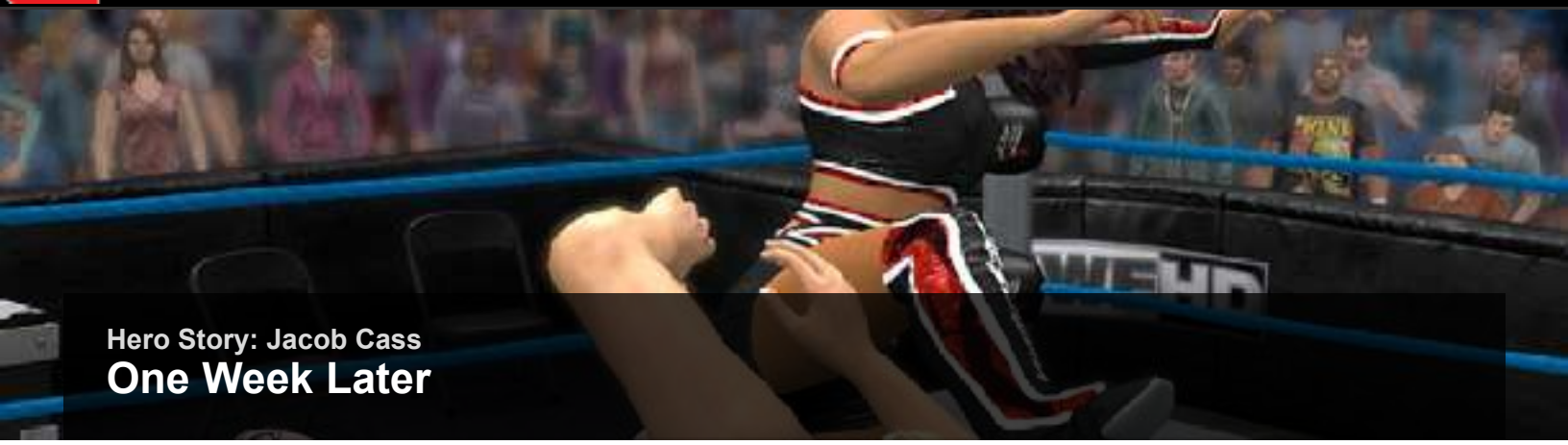
Outside Dives
Springboard Dives

Charleston, SC

The announcers are really pumping this new addition to the WWE in Jacob Cass. You find yourself alone in the locker room. Walk out and you run into Husky Harris. Enough talk—let's do this!

Objective: Defeat Husky Harris to the right of the vending machine.

After a bit of damage, the prompt button appears and a cutscene plays. Husky Harris gets in a strong kick to the head of Jacob Cass, and Rey Mysterio steps in.



Hero Story: Jacob Cass

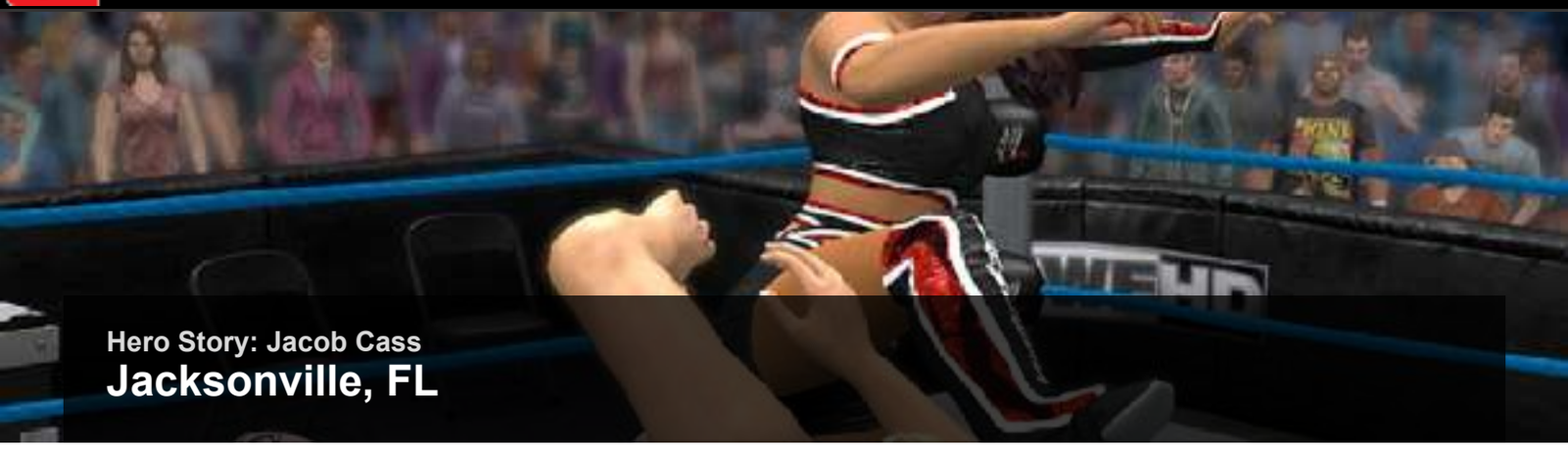
One Week Later

Match: Jacob Cass vs. Daniel Bryan

Type: One-on-One Normal Match

Jacob Cass is a pretty good grappler and he's decently fast and agile. Daniel Bryan is a good submission guy but he's not as powerful.

Use strong strikes and grapples to build up momentum, and hit Daniel Bryan with a Signature move and Finisher back to back. Settle in for the pin.



Hero Story: Jacob Cass

Jacksonville, FL

Jacksonville, FL

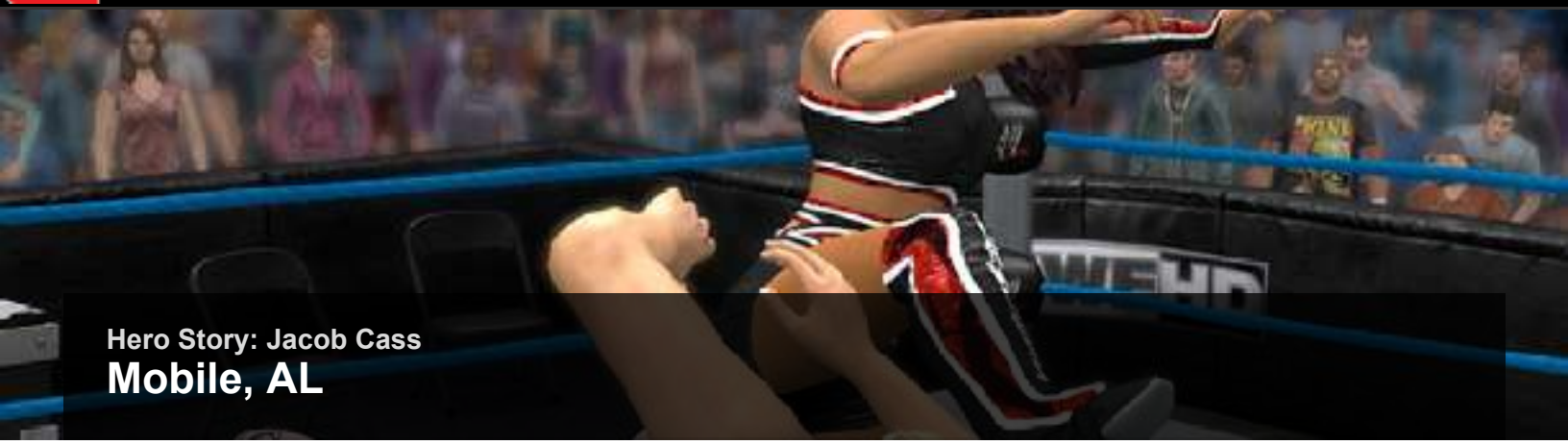
Clearly there's a rivalry between Jacob Cass and Husky Harris building here.

Match : Jacob Cass, Daniel Bryan vs. Husky Harris, Justin Gabriel

Type: Two-on-Two Tag Team Match

Jacob Cass starts off in the ring against Husky Harris. After a couple of shots Justin Gabriel may tag in. Battle both, but Husky will end up back in the ring.

Pin Husky Harris for the win to trigger a cutscene where Wade Barrett runs in and blasts Jacob Cass and Rey Mysterio.



Hero Story: Jacob Cass

Mobile, AL

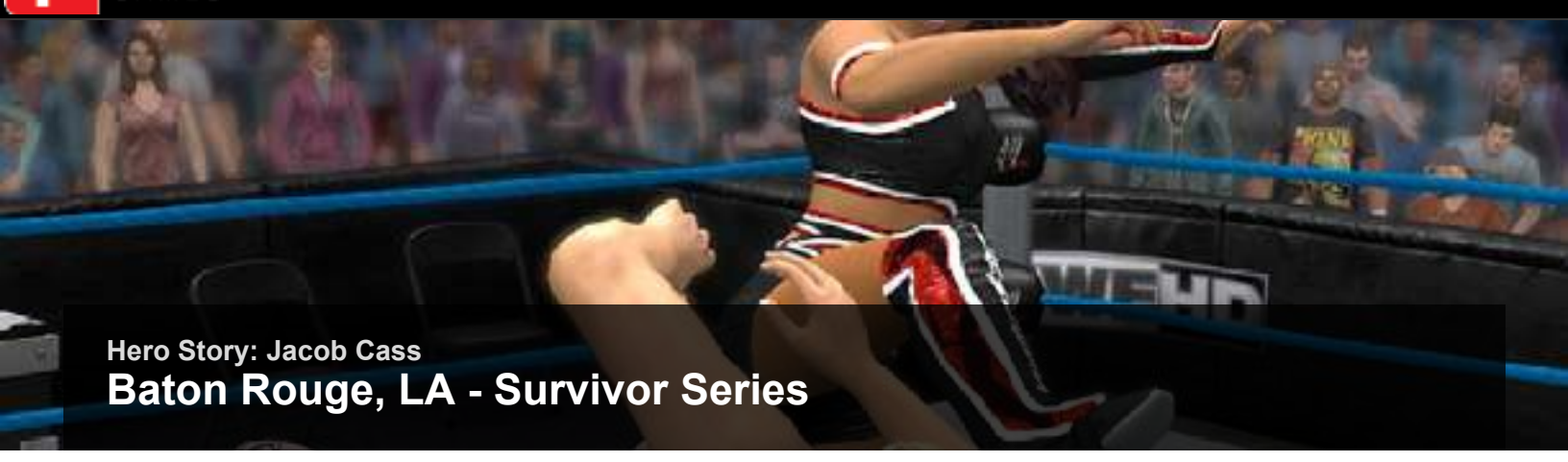
It's the next week on Raw and you are going to face off in the ring with Justin Gabriel.

Match : Jacob Cass vs. Justin Gabriel

Type: One-on-One Normal Match

Blast Justin Gabriel with a barrage of grapples and work your momentum up. Hit him with a Finisher like this Super Kick and the prompt button will appear.

After a botched move, Justin Gabriel jumps on Jacob Cass and blasts away. Michael Cole addresses the crowd and announces that a new general manager of SmackDown and Raw will be announced.



Hero Story: Jacob Cass

Baton Rouge, LA - Survivor Series

It's Survivor Series time, and a six-man Elimination Tag Team Match awaits. You must work your way through all team members to log the win.

Match: Team Mysterio vs. Team Barrett

Type: Three-on-Three Elimination Tag Team Match

This time, you start off as Daniel Bryan in the ring, facing off with Husky Harris.

Objective: Weaken Husky Harris in the ring.

Tag in Rey Mysterio when you can and start wreaking havoc on your opponent until the prompt button shows up.

In the cutscene, Wade Barrett bails out Husky Harris by setting up the rope break. Harris counters and pins Rey Mysterio. Daniel Bryan is now back in the ring.

Objective: Weaken Justin Gabriel in the ring.

Work on Justin Gabriel until the prompt button shows up (you won't be able to pin or submit anyone), and that will play a cutscene where Wade Barrett interferes again. Jacob Cass pins Justin Gabriel!

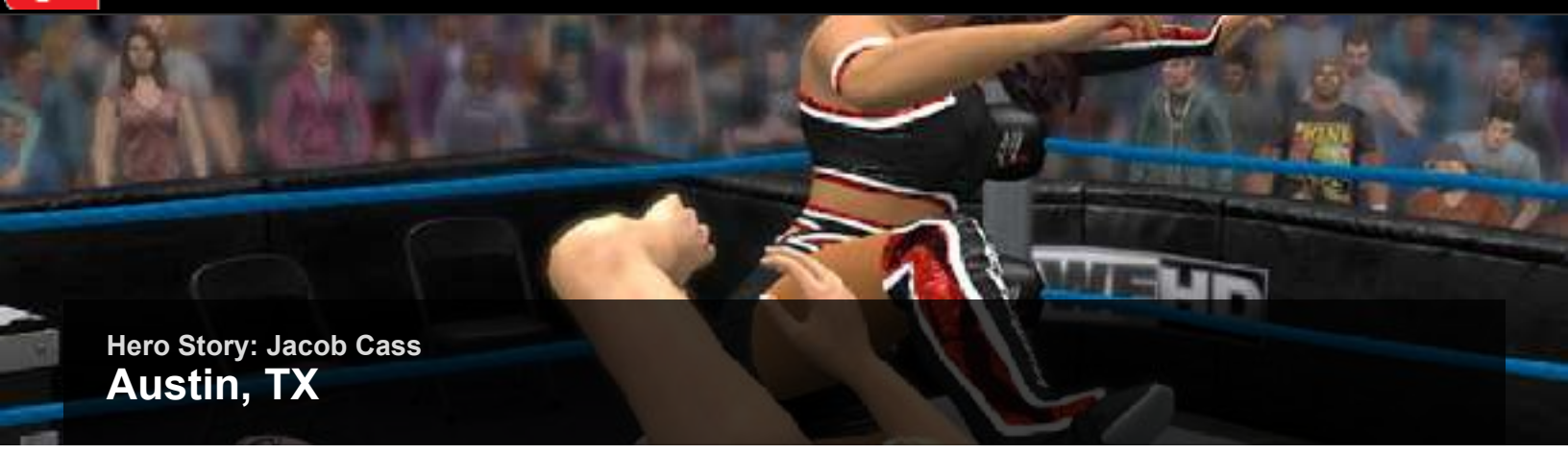
Objective: Pin Wade Barrett in the ring.

Use Jacob Cass's Grapple Power to work over Wade Barrett until you can score a pin. It's down to you and your pal Husky Harris.

Objective: Pin Husky Harris in the ring.

Again, work some strong grapples. Transition your Signature move to a pin by pressing the pin button halfway through the move. Wade Barrett flies into the ring and starts pounding Jacob Cass.

The new general manager shows up. It's Kevin Nash! He handles Wade Barrett as his first order of business.



Hero Story: Jacob Cass

Austin, TX

You're back on Monday Night Raw and Kevin Nash is addressing the crowd. He introduces Arn Anderson. Alberto Del Rio attempts to steal the spotlight and forces his way into a match with Jacob Cass for a shot at a future title match.

Match: Jacob Cass vs. Alberto Del Rio

Type: One-on-One Normal Match

Work over Alberto Del Rio, but he's pretty resilient. It'll take a little while to work down his HP for a pin, so use Cass's high-flying attack.

Match: Jacob Cass, Husky Harris vs. Tyson Kidd, Ted DiBiase

Type: Two-on-Two Tag Team Match

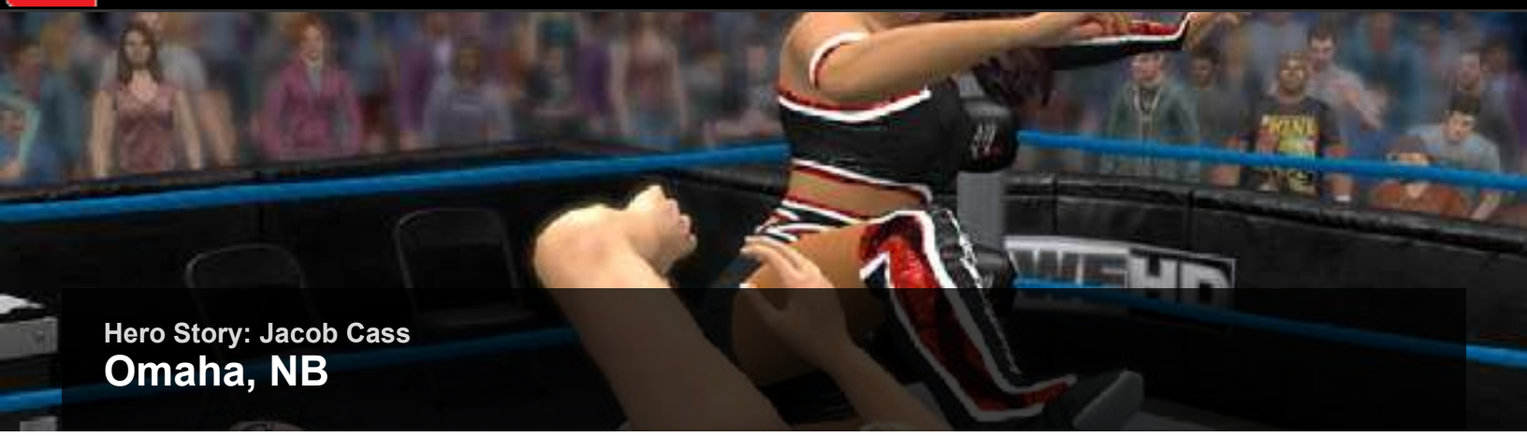
Objective : Weaken Tyson Kidd in the ring.

After you weaken Tyson Kidd enough, the prompt button shows up and Jacob Cass attempts an attack off the rope, but he is double-crossed by Husky Harris and rolled up in a pin for a three-count.

Animal and Vader are on the scene!

Objective: Defeat Vader in the ring.

These are tougher and more seasoned opponents than Tyson Kidd and Ted DiBiase. After a good fight, Animal finally picks up Jacob Cass and slams him down underneath a Vader Moonsault!



Hero Story: Jacob Cass

Omaha, NB

The evening starts off with Rey Mysterio in the ring talking about his match with John Cena at Clash of the Champions. He takes us back in time to a match with the late Eddie Guerrero.

Match: Eddie Guerrero vs. Rey Mysterio

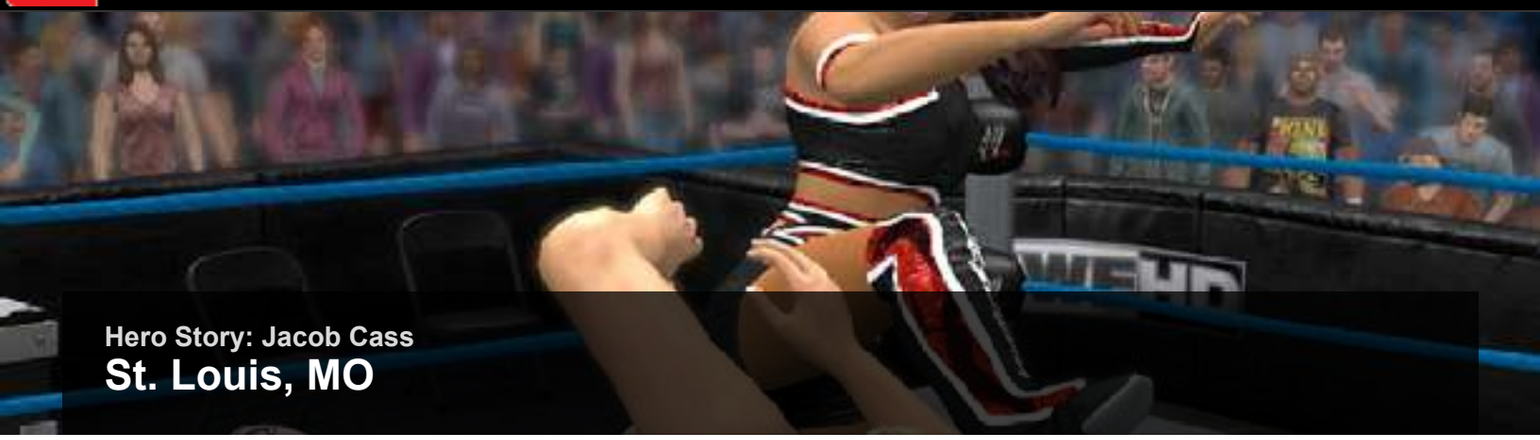
Type: One-on-One Normal Match

Rey is taking us back in time, but you get to play as Eddie Guerrero for the first time! He's a very well-rounded Superstar—like Rey Mysterio—with good Speed, Defense, and Charisma. Taunt to open up his great Finishers. Both these guys are high-flyers, so it should be a dynamic match.

Caution

Be ready for Rey Mysterio's Comeback ability when you start to wear him down.

We took this match with a Leverage Pin (ability) on a reversal when we were groggy. Sweet!



Hero Story: Jacob Cass

St. Louis, MO

Finally! Redemption! An actual match with Husky Harris. Take him out.

Match: Jacob Cass vs. Husky Harris

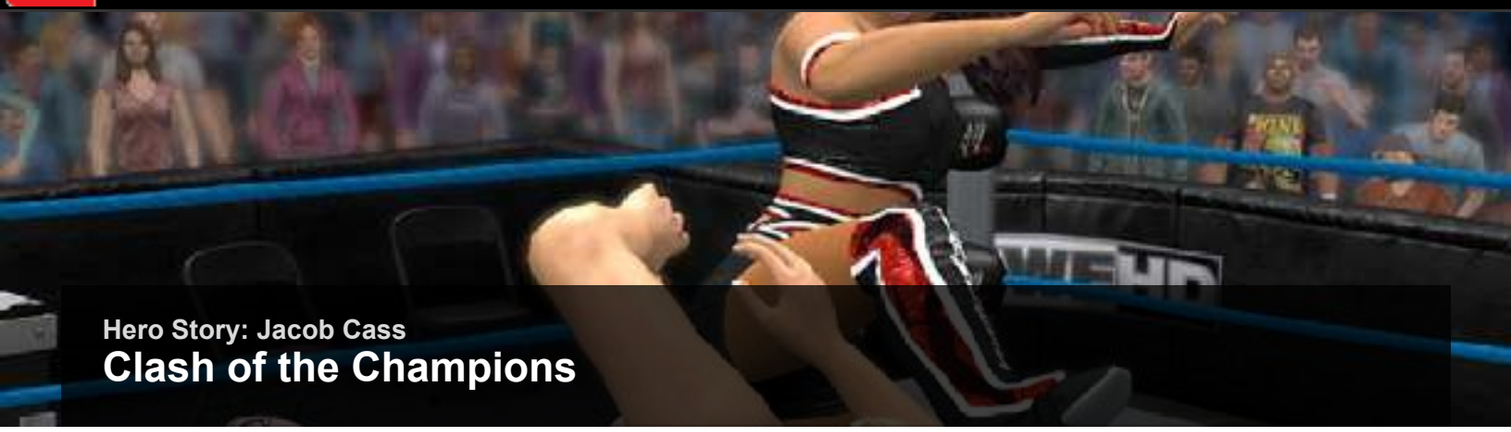
Type: One-on-One Normal Match

Use the Limb-Targeting System to pick Husky Harris apart piece by piece. We made his forehead bleed on this move. Work him over and move in for the pin.

Tip

After he takes critical damage to the midsection, use the gut kick to make him immediately groggy.

Booker T comes in and keeps Husky Harris from getting in a cheap shot on Jacob Cass, only then to get one for himself!



Hero Story: Jacob Cass

Clash of the Champions

In this contest, Jacob Cass is going to face off with Booker T. “Can you dig it, sucka?”

Match: Jacob Cass vs. Booker T

Type: One-on-One Normal Match

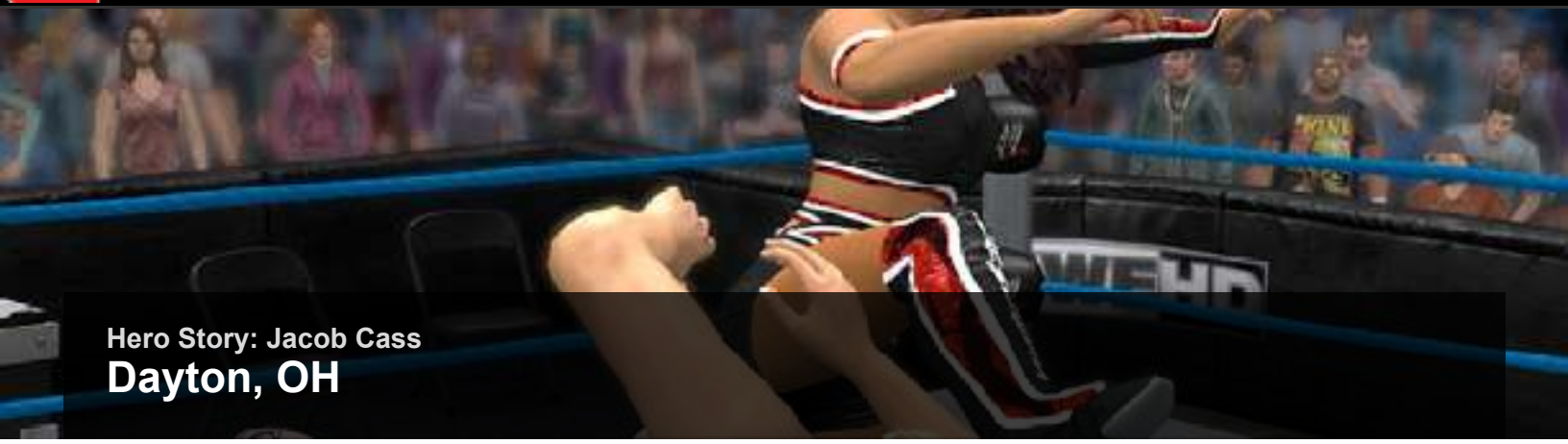
Booker T creates a bit of a challenge. We had to kick out of a pin and put together a comeback. Booker T is fast and keeps the pressure on when he is in control.

We used Snapmares to take him down and pinned him on our third attempt.

Now it’s Rey Mysterio’s chance in a title match with John Cena. The Legends show up and take over the ring, attacking Rey Mysterio and John Cena. After Rey Mysterio is tossed into the stands, Jacob Cass joins Cena in the ring.

Objective : Keep fighting in the ring.

You’re battling Vader, Animal, Booker T, and Arn Anderson. After a bit of a scrap, Jacob Cass gets knocked out and Kevin Nash joins the Legends to knock out John Cena.



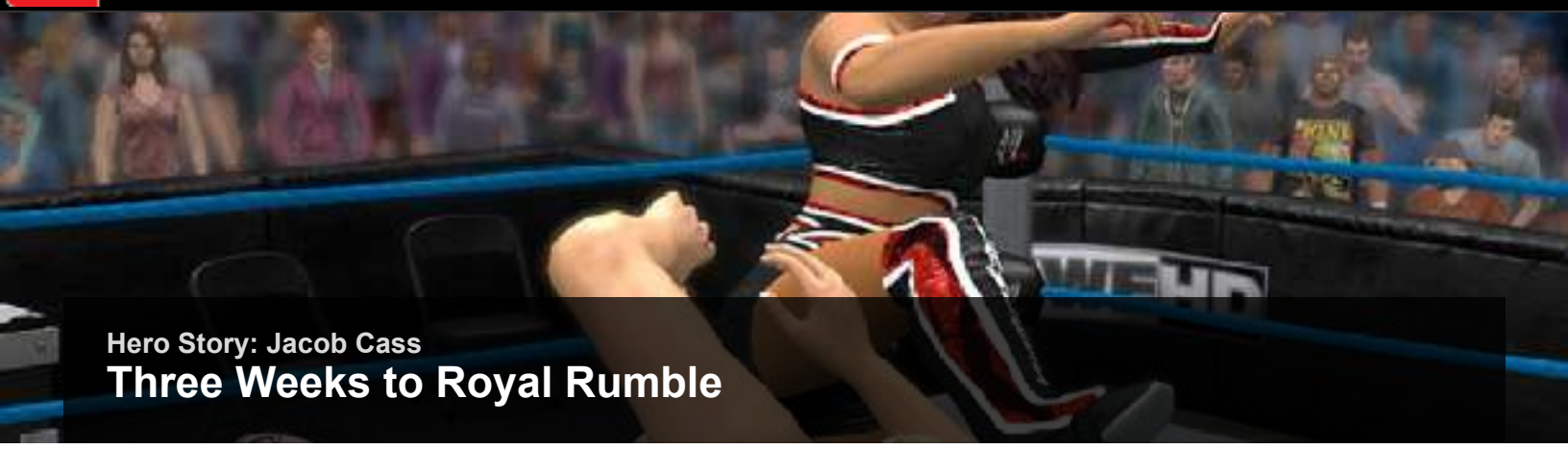
Hero Story: Jacob Cass

Dayton, OH

Randy Orton is in the ring calling out Kevin Nash about his brawl at the Clash of the Champions. Nash sics Animal and Vader on Randy Orton. We are in the back now and Jacob Cass squares off with Vader.

Objective: Defeat Vader next to the entrance to the arena.

Irish Whip Vader into the concrete post. When the prompt button appears (it took us four post slams) you'll finish off Vader.



Hero Story: Jacob Cass

Three Weeks to Royal Rumble

The vacated World Heavyweight Championship is up for grabs at the Royal Rumble. But right now, you have to qualify to get in.

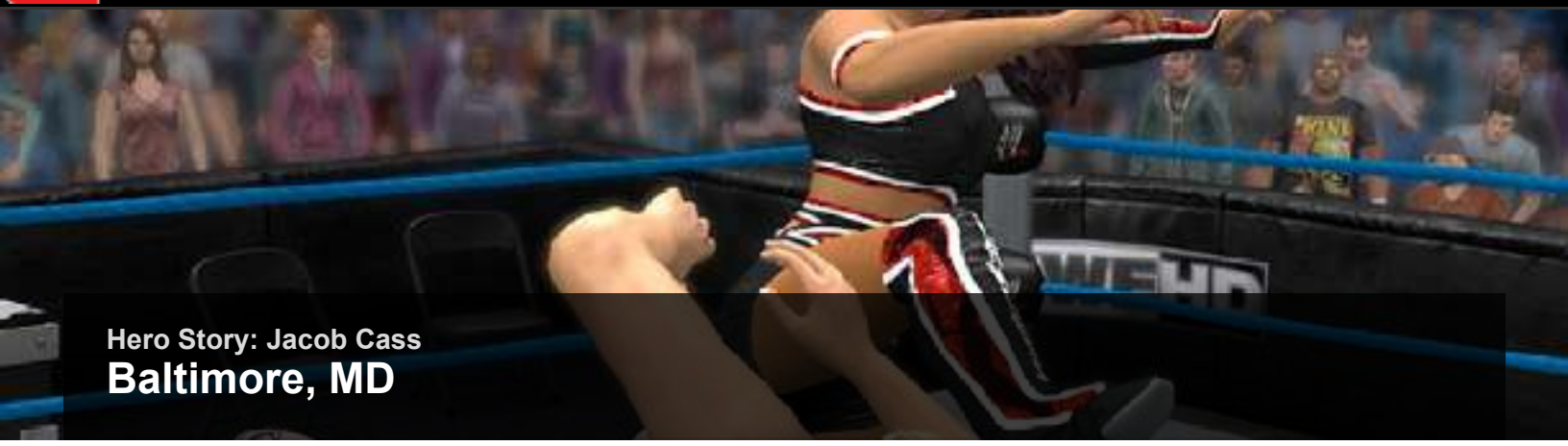
Match: Jacob Cass vs. Kofi Kingston

Type : One-on-One Normal Match

Keep the pressure on Kofi and attack the head to make him prone to go groggy. Critical damage will slow him down but he's still a tough pin, and he'll go to a Comeback ability when you put the hurt on him.

Use the Limb-Targeting System to check his damage when he's standing groggy.

This is one of our favorite pins—we transitioned our Signature move straight into a pinfall. After the victory, Jacob Cass is attacked by Animal and Arn Anderson. Big Show and Randy Orton to the rescue!



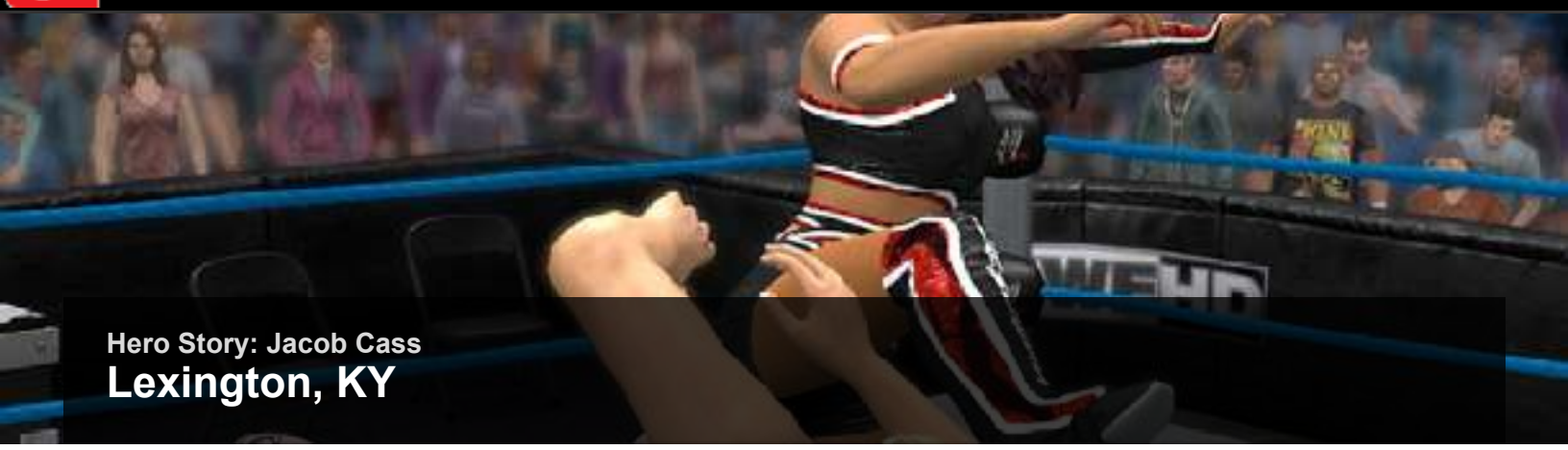
Hero Story: Jacob Cass

Baltimore, MD

It's another episode of Raw, and Jacob Cass and Randy Orton are set for a Tag Team Match against Arn Anderson and Animal. However, Vader and Booker T are waiting outside of the locker room.

Objective: Weaken Booker T and Vader and defeat the last remaining opponent near the entrance.

Blast these guys into the boxes, doors, and walls. After you take them out, Kevin Nash shows up and hits you with a crowbar. Really?…a crowbar?



Hero Story: Jacob Cass
Lexington, KY

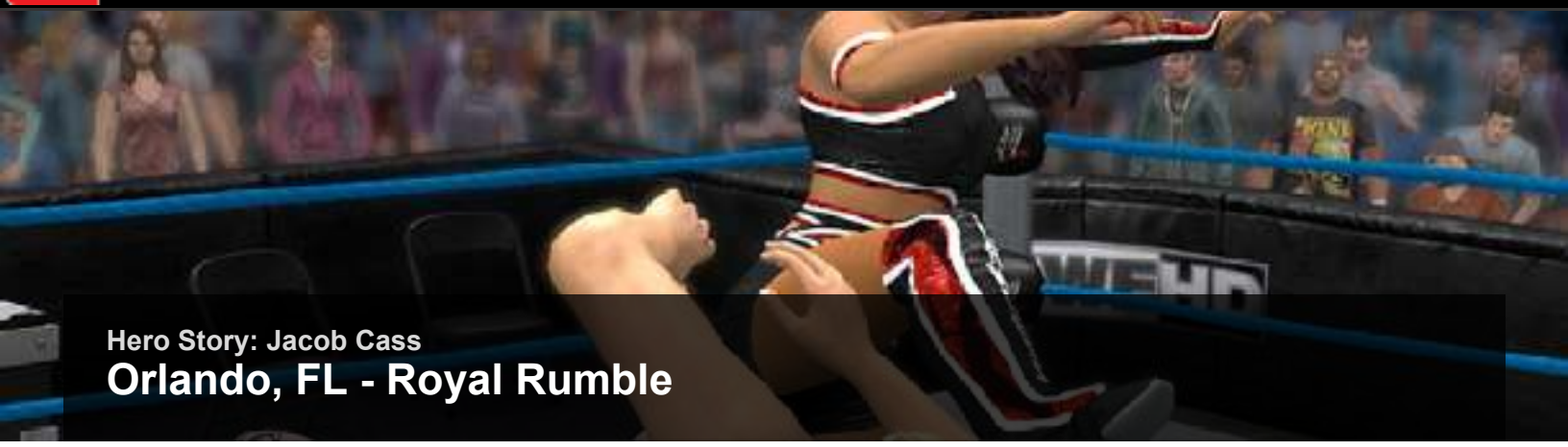
Well it's half of what was supposed to be last week's Tag Team Match, as Animal and Jacob Cass are going to square off in the ring.

Match: Jacob Cass vs. Animal

Type: One-on-One Normal Match

Nice! We hadn't pulled off a Rope Stretch Surfboard with Jacob Cass yet. Thanks, Animal!
This Diving Moonsault was awesome too. The more pins Animal kicked out of, the more we tapped into the 160-move arsenal Jacob Cass carries with him. It wasn't long after that we sunk in pinfall for a three-count.

Want to get specific with moves and learn some new favorites? Go to Creations -> Move-Set -> Custom Superstars and select Jacob Cass. Explore the scenarios and learn 'em all. It's like shopping…but fun.



Hero Story: Jacob Cass

Orlando, FL - Royal Rumble

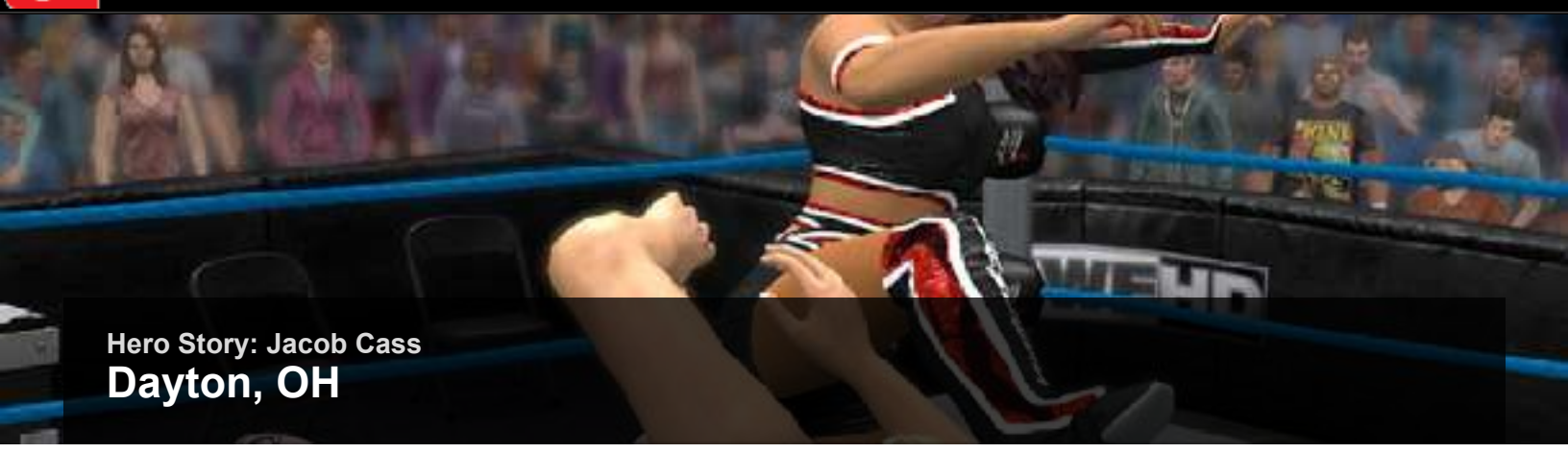
This match is in full swing and Jacob Cass comes running down the ramp at #36.

Objective: Eliminate Kane, Randy Orton, Dolph Ziggler, John Morrison, Ricky Steamboat, and Rey Mysterio.

The objective itself is a bit of a spoiler for who's coming out next. You're not the only one who can eliminate these guys, though. Some of your work will be done for you.

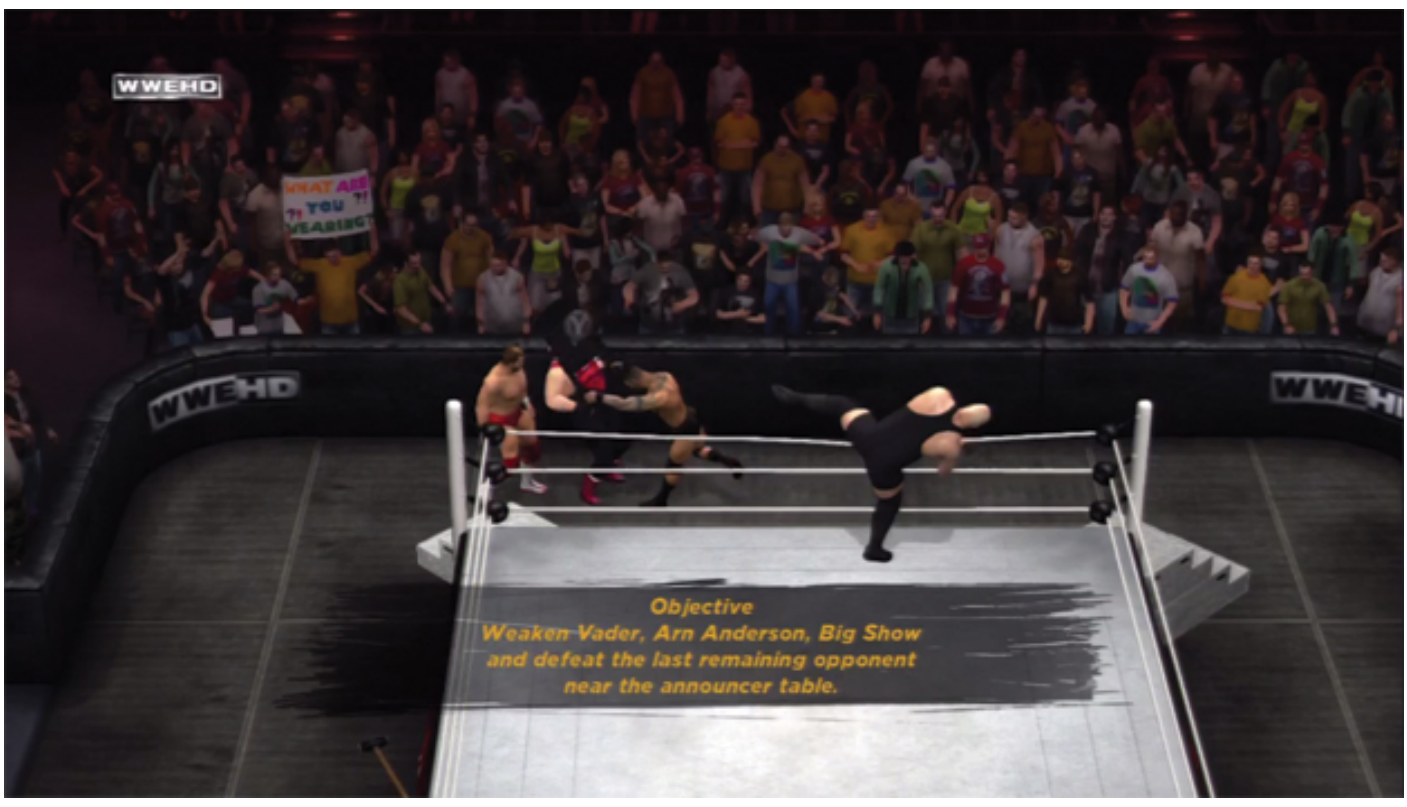
Note

We booted Ricky Steamboat out with a bottom rope elimination. After we eliminated the last Superstar on our list, Jacob Cass is getting blasted and ultimately is punched out of the ring by Big Show. Big Show is the new champion! And, he spray paints WCW on the championship!



Big Show and Cody Rhodes are in the ring on the mic. Undertaker shows up to make things right, but Vader Chokeslams him off the stage. It's all up to Randy Orton now.

Objective : Weaken Vader, Arn Anderson, and Big Show and defeat the last remaining opponent near the announcer table.



Use objects to bring the pain to this group. Spend your time outside the ring to keep from being surrounded and to increase your damage multiplier for your strikes.

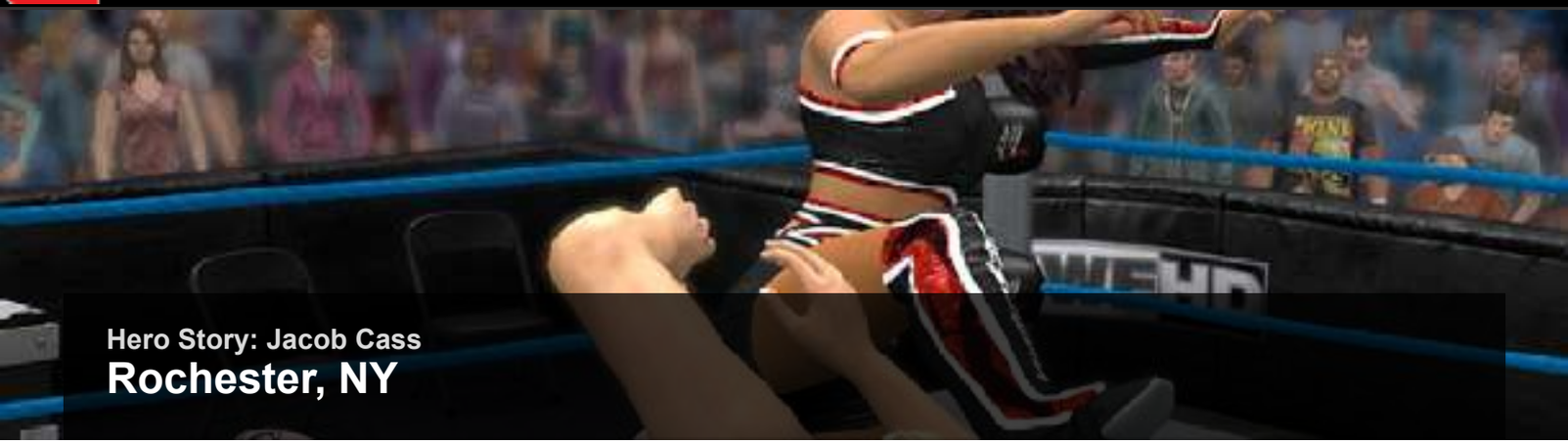
RKO FTW! After this blast Big Show wakes up and blasts Randy Orton through the stairs.

Match: Jacob Cass, Rey Mysterio vs. Big Show, Cody Rhodes

Type: Two-on-Two Tag Team Match

This is a straight Tag Team Match.

When you want to tag in your partner, use creative tag team double-team moves to inflict damage. After we pinned Cody Rhodes to secure the win, Kevin Nash came in and attacked Cass and Mysterio.



Hero Story: Jacob Cass

Rochester, NY

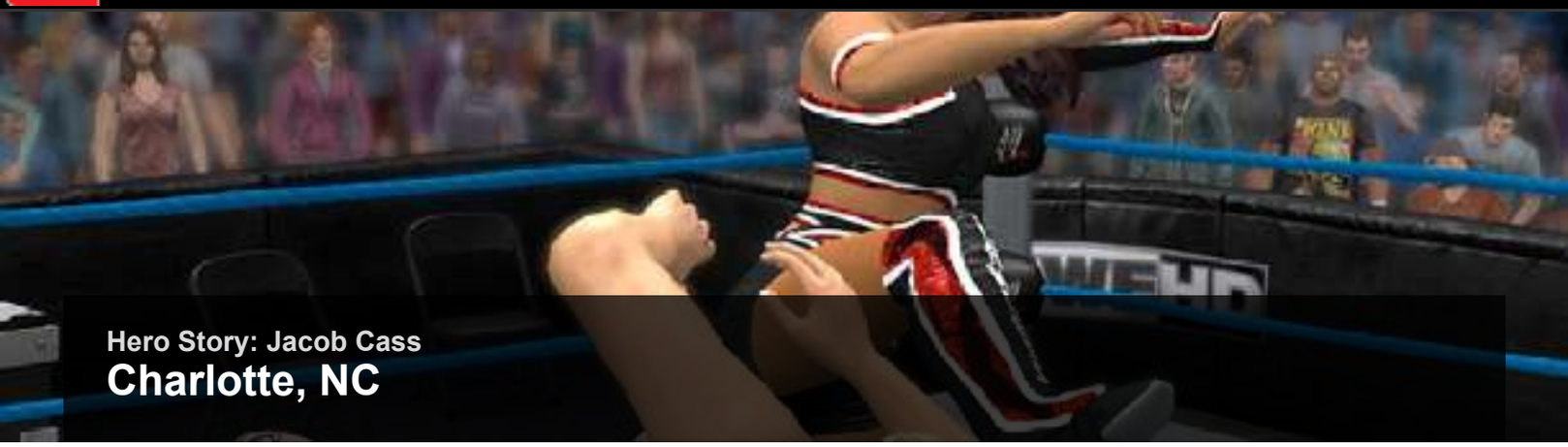
It's just two weeks to Elimination Chamber, and tonight involves qualifying matches. Jacob Cass is addressing the crowd and calls out Big Show for the Elimination Chamber Match. However, due to a terrible case of turf toe, Big Show won't be competing. Right now, Jacob Cass has a Steel Cage Match with Vader.

Match: Jacob Cass vs. Vader

Type: One-on-One Steel Cage Match

Use your speed against Vader, and stay away from his powerful grapples. Put Vader down with a couple of cycles of big shots, Signature moves, and Finishers so he stays down for a long time and his running speed is diminished. Run across the ring and climb the cage.

We climbed out easily and advanced to Elimination Chamber.



Hero Story: Jacob Cass

Charlotte, NC

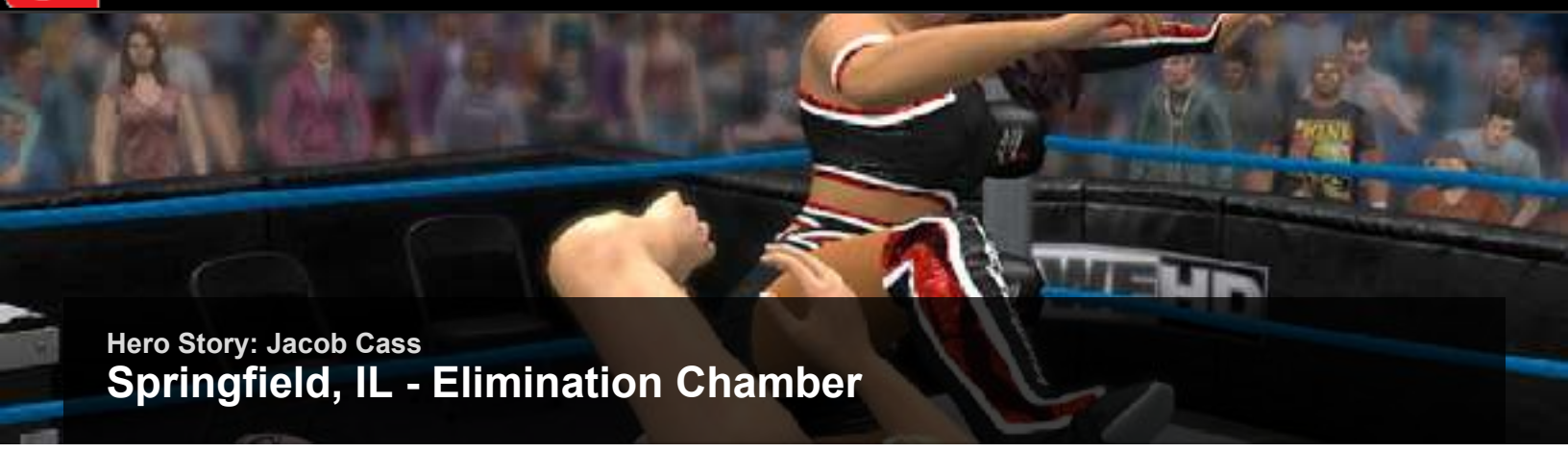
What a dirty move! Scheduling a one-on-three match two days before Elimination Chamber might rattle some people, but not Jacob Cass.

Match: Jacob Cass vs. Cody Rhodes, Booker T, Vader

Type: One-on-Three Handicap Match

This is a Tag Team Match, but you don't get any partners. Work your way through to Booker T. Wear him down enough and you'll get a prompt button. Kevin Nash enters the ring to help take out Jacob Cass.

It's Triple H out of retirement. He Clotheslines Nash out of the ring and finishes Booker T with a Pedigree. Triple H announces that he is the new general manager of Raw and SmackDown.



Hero Story: Jacob Cass

Springfield, IL - Elimination Chamber

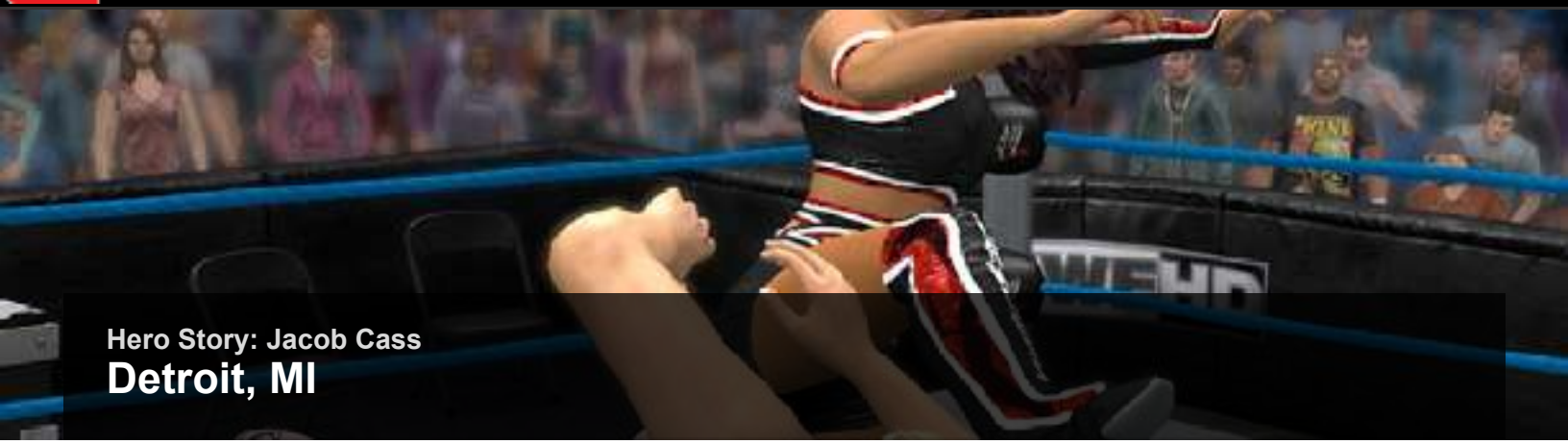
You've got a series of objectives to accomplish here.

Objective: Defeat Booker T in the ring before Kevin Nash arrives.

Reverse Booker T's running attacks. He'll lunge at you from a couple of steps away. Back up a step and press the reversal button. When you get the prompt button, Booker T will take out Sheamus and Jacob Cass will finish Booker T with a Super Kick.

Objective: Defeat Kevin Nash in the ring before a mystery opponent arrives.

Edge comes in to help. Use a Bulldog to take Nash down when his attention is on Edge. When the prompt button appears, Nash will grab a crowbar and take out Edge and then go after Jacob Cass. Rey Mysterio returns! Except that he rocks the 619 on Jacob Cass and allies with Big Show and Kevin Nash. Again with the spray paint?



Hero Story: Jacob Cass

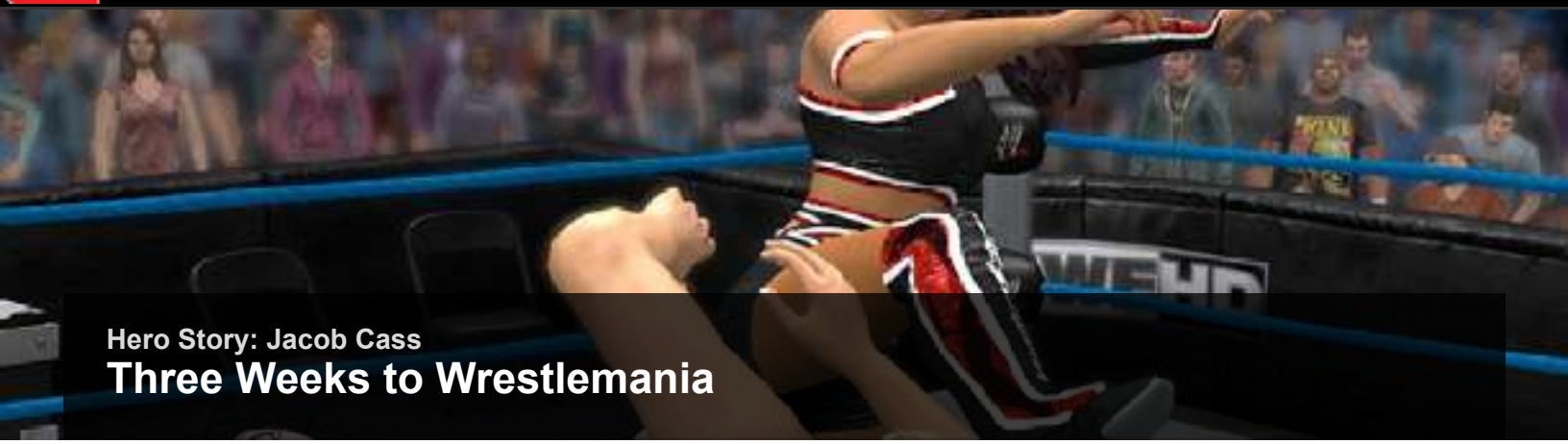
Detroit, MI

Back on Monday Night Raw, Rey Mysterio and Kevin Nash are in the ring. Jacob Cass comes out and confronts them.

Objective: Defeat Big Show on the stage.

Use your speed against Big Show. Running grapples like Bulldogs and Snapmares keep him busy. Follow with an Elbow Drop on the grounded Big Show, or pick him up and follow with strong strikes on your feet.

After you press the prompt button, Big Show looks to damage Jacob Cass until Triple H comes in and takes out Big Show.



Hero Story: Jacob Cass

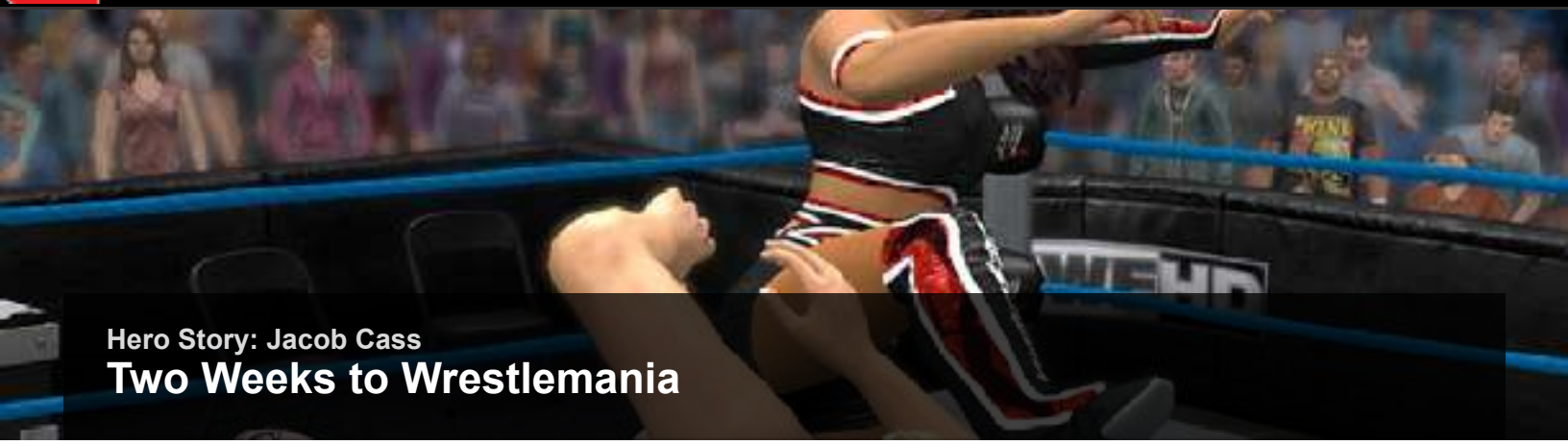
Three Weeks to Wrestlemania

Tonight, you're scheduled to face Cody Rhodes and Animal in a Tag Team Match.

Match: Jacob Cass, Triple H vs. Cody Rhodes, Animal

Type: Two-on-Two Tag Team Match

After a long match we blasted Cody Rhodes with a barrage of strikes, and this Spinebuster was the last thing he saw. Score the three-count pinfall.



Hero Story: Jacob Cass

Two Weeks to Wrestlemania

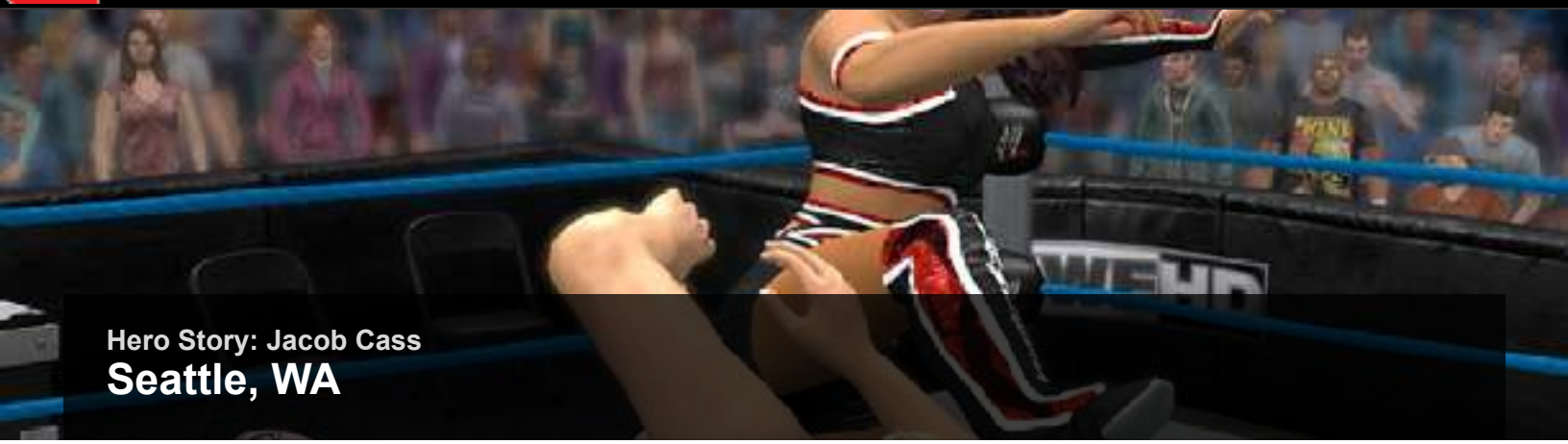
This week on Raw, Jacob Cass drew a one-on-one match with Big Show.

Match: Jacob Cass vs. Big Show

Type: One-on-One Normal Match

Attack Big Show with fast running grapples, although Big Show is pretty adept at reversing them.

Successful running grapples, like this Facebuster, will help you control the match. Eventually you'll trigger the prompt button. In the cutscene, Big Show takes control of the match, locks in a submission on Cass, and refuses to let go.



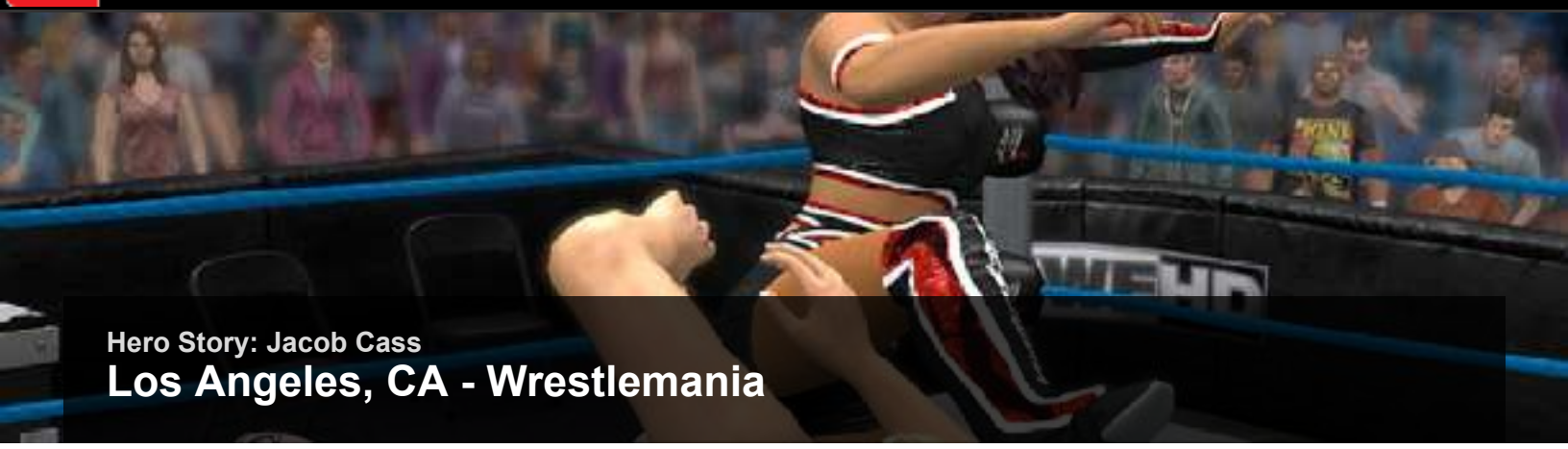
Hero Story: Jacob Cass

Seattle, WA

Jacob Cass starts out in the locker room and runs across Vader and Animal in the back.

Objective: Weaken Animal and Vader, and defeat the last remaining opponent to the right of the vending machine.

Don't get caught in between these guys—they'll work together and tear you apart. After you take them out, Kevin Nash hits Jacob Cass in the back with a crowbar.



Hero Story: Jacob Cass

Los Angeles, CA - Wrestlemania

Match: Jacob Cass, Triple H vs. Kevin Nash, Rey Mysterio

Type: Two-on-Two Elimination Tag Team Match

Start off this match by battling Kevin Nash until you can tag in your partner.

Objective: Tag in your partner.

Triple H comes in and slams Kevin Nash into a Pedigree. Rey Mysterio hits Triple H with a 619. It's down to Rey Mysterio and Jacob Cass.

Hit Mysterio with some solid strikes. You have a new objective!

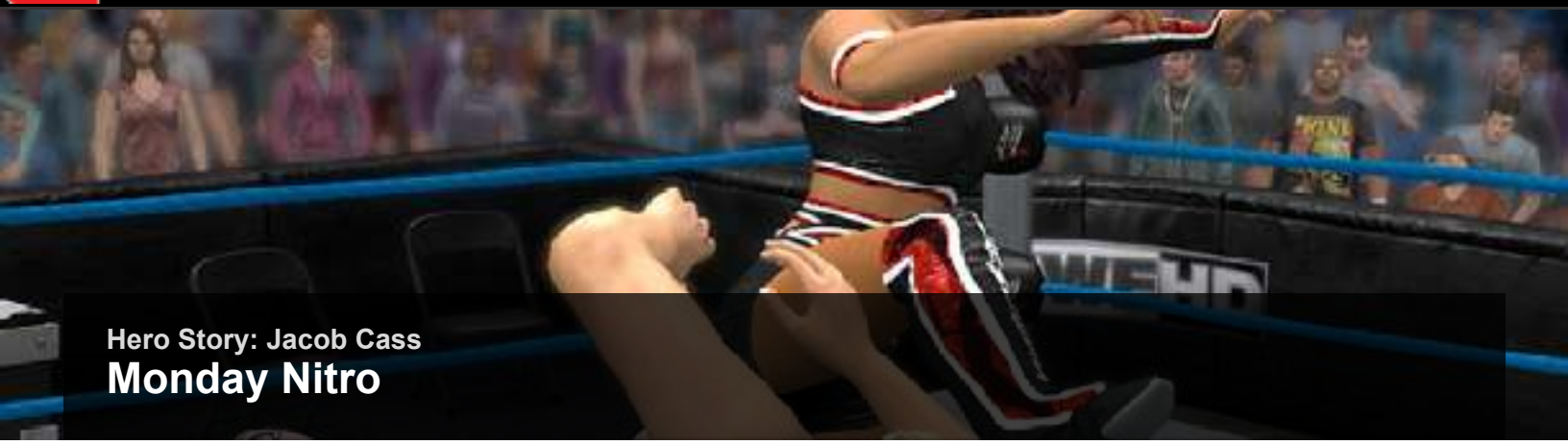
Objective: Finish off Rey Mysterio in the ring.

After some epic damage, a prompt button will appear over Rey's head. Jacob Cass wakes up the ref, and after Kevin Nash interferes, the ref counts out Cass on the mat.

The credits roll, but hang in there. The story continues…

Note

Kevin Nash appears back on the mat with WCW Monday Nitro. Triple H comes in and challenges him to a Hell in a Cell Match.



Hero Story: Jacob Cass

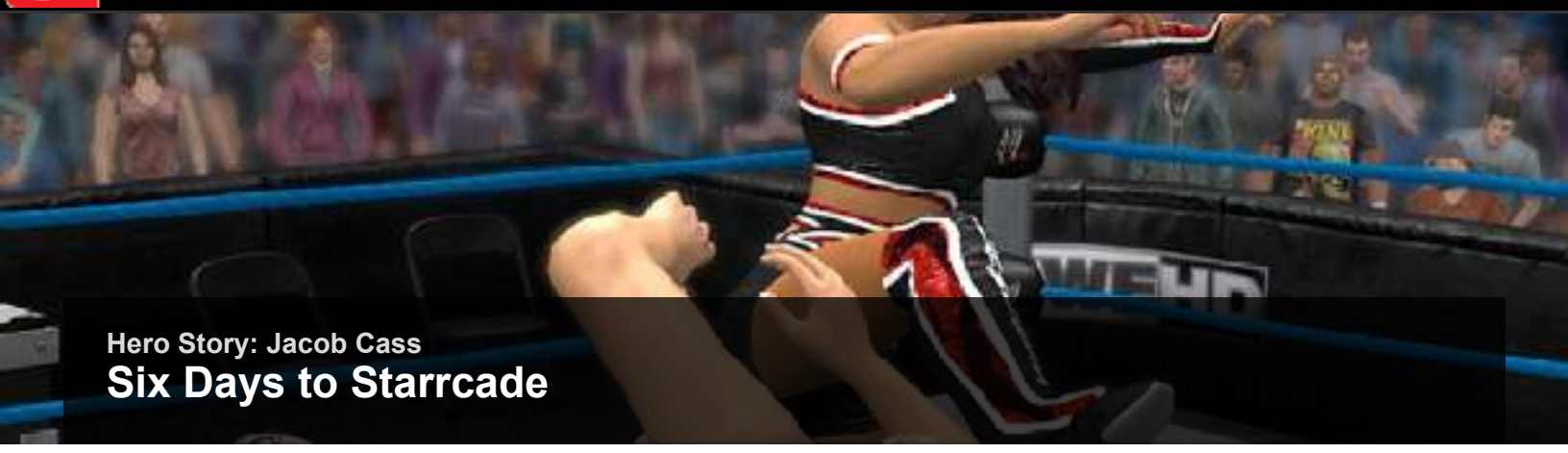
Monday Nitro

Jacob Cass, The Miz, and Edge chat in the hallway about settling this dispute.

Match: Jacob Cass vs. Edge, The Miz

Type: One-on-Two Handicap Match

The match starts off with The Miz in the ring with Jacob Cass. Give him a beating and he'll eventually tag in Edge. Irish Whip Edge into the corners and blast away with powerful strikes. When you finish him, Booker T and Vader enter the ring. Jacob Cass joins Edge and The Miz in taking out the Legends.



Hero Story: Jacob Cass

Six Days to Starrcade

Jacob Cass gets pulled out of his locker room by Vader and Animal.

Objective: Weaken Animal and Vader and defeat the last remaining opponent to the right of the vending machine.

Stay mobile. Slam one of the opponents into the soda machine when the prompt button appears. Cody Rhodes calls over to Jacob Cass and the footrace ensues. Follow him to the parking garage to engage in a battle with Rhodes and Booker T.

Objective : Weaken Cody Rhodes and Booker T, and defeat the last remaining opponent in the garage.

Slam the opponents into the cars to inflict quick damage, but don't get caught in between them. Irish Whip them across the garage to clear up some space. Triple H and Sheamus show up and the three of them put Cody Rhodes in the trunk of Triple H's car.